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And!

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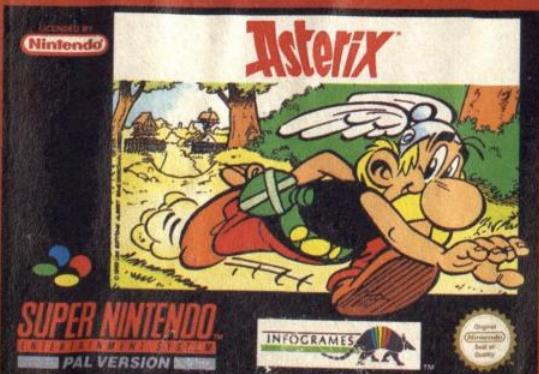
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★ "keeps you hooked... A great debut for the little Gaul... A well made platformer..."
SNES Force

★ "Nice-looking sprites... plenty of levels... and a real flavour of the comic books..."
Gamesmaster Magazine

TOTAL! CO

Issue 23 November 1993

TOTAL is the UK's biggest independent mag for Nintendo gamers.

FACT: Number of people who buy **TOTAL** each month:

ABC Jan - Jun 1993
70,648

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

TOTAL News

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First looks at the hot new games, including Aladdin and Space Ace.

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Letters

Frank sifts through the post in a desperate search for a fan letter.

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Taz-mania compo

Win a cornucopia of Taz-mania goodies, including the fluffiest Taz doll ever!

Fast find!

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Chill, people. The hippest, most fundamentally audacious Mega Drive game ever catches a wave, shoots a tube, hangs 10 and does a fin-cracking bottom turn onto the coolest console in the whole games-playing universe. And it's actually rather a good game, thank you very much.



Hey, surfboard and goldfish. That's, er, strange.

Cool Spot relaxes at the bottom of a 7-Up bottle.

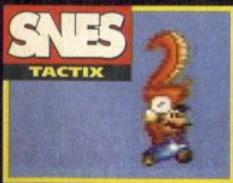
NINTENDO

SUPER NES • GAME BOY • NES

For the total Nintendo picture, we're all you need!

87 TOTAL Tactix

If you're stuck in a game, need that vital password or can't get past that level boss, TOTAL's regular Tactix section has all the information you need.



Super Mario Bros. 2

All seven worlds warped and cracked in our player's guide.

Mega Man X

56 The makers of
Mega Man's
Super NES
début talk exclusively to
TOTAL about their creation.

The 10th Mega Man
game is the first
one on the
Super
NES.



Link's Awakening

Part 1 of our complete guide to Game Boy Zelda.

It's back!

58 An exclusive inter-
view with the boss
of Capcom USA
about the latest and
greatest Street Fighter II.



WIN!
A Cosmic lava
lamp and every
Codemasters
NES game
p80

TOTAL! NINT

In the news from TNN this month... Hefty price cut for NES... Stars... The latest game-busting books reviewed... Round-up

NES price slash

It's been a long time coming, but Nintendo have finally got around to pricing the good old NES at a level the punters are actually prepared to pay.

Yes, it's finally happened! Nintendo have at last seen sense and reduced the price of the redoubtable NES to a realistic level. For over a year, the poor old NES has had to struggle with a stupidly high price tag and cartridges that are almost as expensive as brand-new Super NES ones. But not any more.

New NES packs have already hit the streets for £30, packaged with either Super Mario Bros. or Super Mario Bros 3. – both excellent games – and the price of games is tumbling as well. Older NES games will be available for £6 and £11 but Nintendo will still charge £30 for new releases, as they still believe they'll sell at this price (although if you ask us, there's so many great old NES games that any sane buyer will go for those rather than a dearer new release). Most of the old carts have been reduced in big chain stores for a long time anyway, so apart from the odd few choice reduc-

tions, it might be difficult to see what all the fuss is about.

Still, at least Nintendo UK have realised there's still a big market for new NES console sales and an equally big market for NES games. The price drop is intended to put the NES into a younger market – parents will be much more inclined to buy their child an NES at the new, no-risk price, as even if the child 'goes off' the console, they'll only have wasted £30.

We'll give you a full report on all the new game prices as soon as we get them, but in the meantime keep your eyes on the shelves for some unbelievable bargains over the next few months.



Alas, poor Superdeck...



The long-awaited NES price drop pretty much pulls the rug from under Hornby's Superdeck converter, which was designed to allow NES games to be played on a Super NES.

Hornby had hoped to release the Superdeck for £30 in the next few months, thus undercutting the NES, but with Nintendo's NES price attack bringing new NES packs down to that price, Hornby now reckon that it's very unlikely that the Superdeck will ever make it onto the shelves. What a shame, eh?

Float like a butterfly, sting like a bee!

M uhammed Ali – the greatest heavyweight ever? Well, Virgin probably think that Muhammed Ali's Heavyweight Boxing is the best Super NES boxing game around, but then the appalling George Foreman's KO Boxing is the only opposition it's got. Muhammed Ali is a one- or two-player game with 10 contenders to choose from, including Ali himself, and you can also do his famous shuffle if you feel the need. The game's out this Christmas and will be available on both Super NES and Game Boy. Oh, and here's a pic of Nigel Benn playing the game, for no apparent reason.

Nigel Benn grins unconvincingly for the camera as he plays Muhammed Ali's Boxing.



ENDO NEWS

The death of the Superdeck... A free copy of Mario All-of new joypads... The word from our US correspondent

Everything you ever wanted to know about Nintendo...

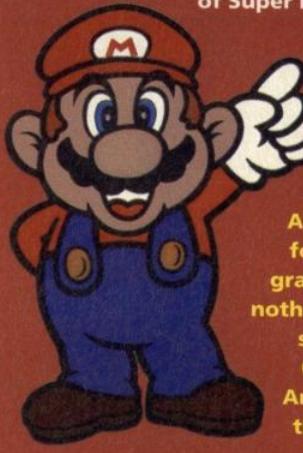
Here's a weird thing. That ever-caring, fun-loving bunch of guys that is Nintendo Of America have just published a little brochure snappily titled, 'Everything you ever always wanted to know about video games... But were afraid to ask your kids!'. Bet they spent ages thinking that one up. Basically, it's full of the sort of mind-numbingly obvious video-game facts that seem to escape every parent, but it might be useful if your folks mistakenly believe that your Super NES is an invader from the planet Wongo.



Parent pamphlet-power ahoy!

All-Stars for FREE!

Yes, you can get the amazing Super Mario All-Stars cart for free! But how? Well, over in America anyone who buys a Super NES Super Set (which comes with a Super Mario World cart) also gets a voucher that they can redeem for a free copy of Super Mario All-Stars. Not bad, eh? So come on, Nintendo UK, how about a similar deal for us hard-up UK gamers? Please? Pretty please? With cherries on top?



Mario All-Stars for free, gratis, for nothing, no strings. Only in America, though.



An addictive puzzle game—create clocks on 12 world monuments—shoot enemies that rust your creations.

"Eat your heart out Tetris. Gear Works is here to stay."

Alex Lee, editor of G.B. Action.

GEAR WORKS

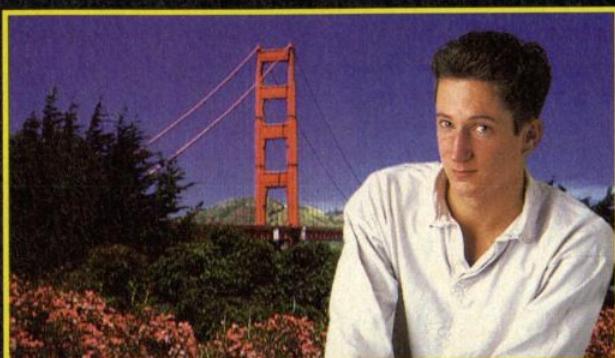
IF YOU'RE
RUSTY
YOU'RE DEAD



Gear Works™ and ©1993 Sony Electronic Publishing Ltd. All rights reserved. Game Boy™



WAY OUT WEST



Say a big 'Hi there!' to TOTAL's new American correspondent, Neil West. Neil lives in San Francisco, where he swims, drinks cocktails, drives his convertible, lies on the beach... Oh, and gets all the latest US Nintendo news.

Sword-swinging schoolteachers

The Americans can be blamed for some of the very worst ideas. Squeezable cheese, driving on the wrong side of the road, Care Bears and calling crisps chips and chips fries – to name but four. But even though Dream Probe is a Super NES game due for release through Renovation, a US software house, the company adamantly insist that it was the Japanese, and not them, who decided to make the sword-swinging, robot-killing heroes high-school physics teachers.

Yes, high-school physics teachers.

Dream Probe's plot outline attempts to persuade you that high-school physics teachers were the obvious choice for the job of clearing up a futuristic, robot-ruled Tokyo. It claims that a high-school student invented a 'Dream Probe' that enabled people to enter other people's dreams. But in the tradition of all such inventions, it went wrong. The nightmare became reality and so someone has to enter the dream to sort everything out. That person is the student's physics teacher. Hmm.

Aside from this token plot novelty, Dream Probe seems destined to be no more than yet another platform hack 'em up.

But things may change between now and the game's launch in early 1994.

Impressive stuff from the physics master from Hell in Renovation's Dream Probe.



Hmm, that bloke on the box looks a bit camp, doesn't he?

It's a bridge, it's a puff of smoke, it's... It's... It's... It's hardly original, is it?

Freewheel

This Super NES controller was first announced about a year ago and it's taken an absolute age to make it into the shops. At the moment, it looks as if it'll be out by December. The steering wheel is angle sensitive so you can control cars in video games as you would a real car. Well, that's the theory. We've yet to put Freewheel through its paces, but for the record it should cost £35 and is compatible with Nigel Mansell's World Championship on the Super NES.



Freewheel finally reaches the Super NES and weighs in at £35. About as cheap as an old Cortina.

DUAL TURBO REMOTE CONTROLLERS



Zap the screen from a distance of several thousand miles (all right, a few feet, then).

Acclaim's new Dual Turbo joypads work using infra-red beams, which means no more wires and you can sit up to 25 feet away (not that you'll be able to make out much at that range). The joypads have two turbo settings, autofire and slow motion, but they cost – wait for it – £50. However, for that you get two pads and a remote control transmitter to make them work.

SPIDER-MAN AND THE X-MEN RETURN!

A year after their Super NES team-up, Spider-Man and the X-Men BIFF! PAF! and ZOINK! their way onto the Game Boy. As in the Super NES game, you get to play Spidey, Wolverine, Gambit, Cyclops or Storm, and the dynamic, er, quintet are again battling super-villain Arcade in his deadly amusement park. If you're expecting the same stuff that was in the Super NES game, you won't be disappointed.



Spidey does his wall-crawling act.



And here's Spidey's leap.



And here's his famous web-slinging ability in all it's, erm, glory.



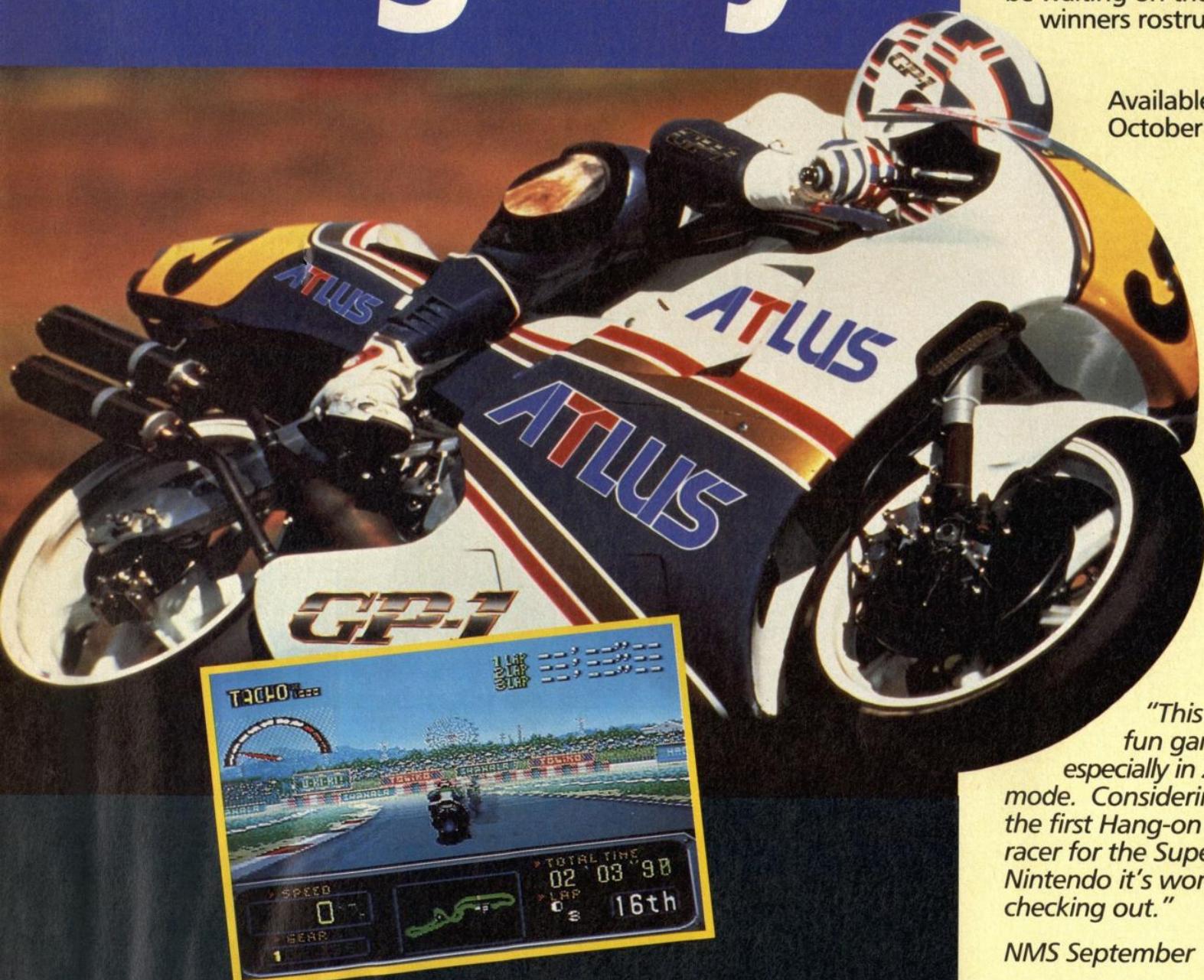
No guts. No glory.

Have you got what it takes to roar into the sunset with the first motorcycle racing simulator to hit the Super Nintendo?

Race the international circuits with 2-player simultaneous split-screen action.

If you've got the guts, the glory will be waiting on the winners rostrum.

Available
October 1993.



"This is a fun game especially in 2 player mode. Considering it's the first Hang-on style racer for the Super Nintendo it's worth checking out."

NMS September 1993.

GP-1

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Hedge End, Southampton. SO3 4TX



Oh dear, another box cover and another camp-looking hero in a fetching mauve top.



The Journey Home

Role-playing adventures (RPGs) not your bag? Thought not. It's a shame that more people don't bother giving anything other than platform games and beat 'em ups a try, because there are a lot of different game types out there which are just as much fun as Street Fighter II.

Certainly the Americans have discovered RPGs in a big way – they like them almost as much as they like squeezable cheese, driving on the wrong side of the road, Care Bears and calling crisps chips and chips fries. So The Journey Home – a new RPG/adventure for the Super NES from Renovation – looks set to be more of a hit in the States than in Europe.

Still, it's on its way. Just thought you might like to know.

Let's shoot some pool...

Side Pocket was a surprise arcade coin-op hit a few years ago. This was largely because although it was basically just a standard pool game, in between frames it flashed pictures of scantily clad women. Somehow (can't think why, personally) this encouraged players to keep pumping in their 20 pences to get to further and further levels, and the game's popularity soared. Side Pocket was released for the Mega Drive a year ago, and the good news is that a Super NES version is now due for release at Christmas from Data East. Although most of the scantily clad women won't make it to the Super NES version, hopefully the top-rate pool game lurking underneath will. Expect more news in the near future.



The viewed-from-above pool table looks dull but the game is still good.



Hey, it's a sleazy pool game. Isn't that Sally Gunnell there?

Atari's Jaguar stalks Super NES...

Atari haven't really been at the forefront of video game technology since the '70s, but this could change with the launch of the Jaguar, a 64-bit super-console that Atari claim will knock the Super NES out of the ball park. Priced at around \$200, it's due for release in the US in November. So, is this the end of Nintendo? Don't be stupid. Nintendo know more about video games than anyone else. They're not going to let anyone just take over. And no one's actually seen Jaguar in action yet – it could be all hype. And don't forget that Nintendo games are still the best, and that's what really counts.

Run, don't walk from the technological wonder that is the Atari Jaguar.



READ ALL ABOUT IT!

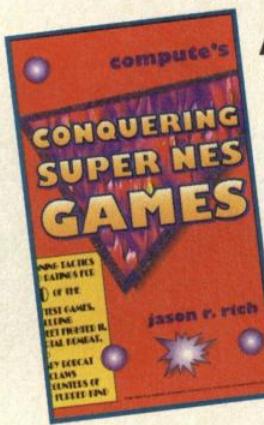
SUPER NES GAME SECRETS VOLUME 4 £13

The American Game Secrets books are always a bit hit-and-miss for UK gamers, as they usually cover loads of games only available in the States. No problem with Volume 4, though, as almost all the 22 games covered are out over here, including SFII Turbo, Mortal Kombat, StarFox, Bubsy, Tiny Toons and Super Star Wars. It's got some very good in-depth solutions, with well thought-out combos for the likes of Street Fighter II Turbo and Mortal Kombat, useful walk-throughs for StarFox, Pugsley's Scavenger Hunt and loads of other games, and lots of useful key presses as well. This is an excellent book well worth looking up. It's easily the best book we've seen this month and definitely the only one we'd recommend.



Book of the month by far – it's a barg!

COMPUTE'S CONQUERING SUPER NES GAMES £9



A cheap price tag and a huge 30 games tipped might make this book seem like a bargain, but there's not really much here. Each game gets around 10 or so pages but most of them are wasted by regurgitating the manuals' description of the moves, the game features and so on. The tips are dotted about here and there but they're not that much help. Oh, and each game has about two pictures. Not very good and definitely not worth buying.

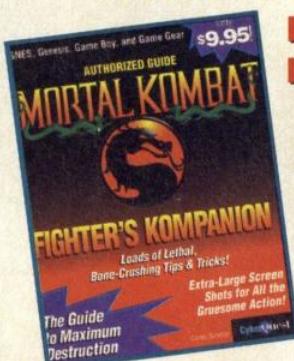
Loads of games, but it's like reading a series of game manuals. Dull.



A one game book that really scrapes the barrel to fill its pages.

SUPER STAR WARS OFFICIAL GAME SECRETS £12

This guide book was developed with the assistance of Lucas Arts and every level of the game is fully mapped, with lots of lovely screenshots. And that's about it. It tells you where the secret bits are – but by now they've appeared in every magazine going – and has lots of very obvious tips like 'Shoot this' and 'Shoot that'. It may look as if it's the last word on Super Star Wars but it's a waste of money. Don't get it.



MORTAL KOMBAT FIGHTER'S

A full-colour book with screenshots of the game. It covers the Super NES, Game Boy, Mega Drive and Game Gear versions, but it's really just a glorified manual. The tips are pathetic and it gives hardly any advice on how to play the game. Mortal Kombat may not be the best beat 'em up ever but it's nowhere near as lame as this dire book would make you think. Avoid.

**FOR
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M I N D S C A P E

PREVIEWS

We've got loads of fab games in Previews this month, but don't rush out to buy 'em cos they're not in the shops yet - that's why they're called previews, see? Still, while you're waiting you can feast your eyes on all these glorious screenshots.



Aladdin's only got one attempt at this leap before that stalactite breaks off.



The magic lamp (containing the Genie) is hidden in a treasure-filled haunted cave.



The Sultan's palace looms over Bagdad, the setting for Aladdin's adventures.

Aladdin

For Super NES



The Princess is being bullied by a market ruffian and Aladdin's got to save her.

From Capcom



Aladdin rides down a washing line on a pair of pants with a strong gusset.

Out November



It's the magic lamp! Now, how do you get the Genie again? 'Izzy-wizzy, let's...

Without a doubt, the biggest movie this Christmas is going to be Disney's Aladdin. We saw the film a few months ago and enjoyed it tremendously, so we couldn't wait to see what Capcom's Super NES game was going to be like (there's already been an excellent Mega Drive version coded by Dave 'Cool Spot' Perry).

Aladdin definitely looks a cut above the average Super NES movie game. It's extremely pretty and, like the Mega Drive version, it closely follows the plot of the film (but I don't want to spoil the film by telling you too much of the plot, of course).

For most of the game the action takes place on tricky platform levels. You control



Aladdin (you were expecting someone else?) as he runs, jumps, throws apples, swings on poles and ropes, rides magic carpets and does lots of other agile stuff in his search for the magic lamp which will enable him to win the hand of the Princess (come on, there had to be at least one Princess, didn't there?).

Add some beautiful graphics, fluid animation and a soundtrack that could have been lifted from the film and it's apparent that Aladdin is going to be a strong contender this Christmas. The only slightly worrying thing about the game is that it seems a tad on the easy side, but we'll find out for sure next month because there'll be a comprehensive review in the next issue of TOTAL.



Aladdin takes a close look at a sea of lava. (Shortly after this picture was taken, Aladdin inexplicably disappeared from the public eye.)



After Aladdin gets the magic lamp, molten lava courses through the cavern. It's hot.



The toughest level in the game is this magic carpet ride away from a deadly lava tidal wave.



Aladdin's monkey, Abu, is always by his side in the game. His expression changes depending on how well Al's doing.



DECEMBER

ART OF FIGHTING

**For Super NES
From Takara
Out Nov (import)**

Art Of Fighting is a beat 'em up that was a big success on the Neo Geo and has now been converted for the Super NES, with results that are... Well, just what you'd expect from another average Street Fighter II clone, really. It's got lots of big characters, special moves, throws, different backgrounds, a storyline that wouldn't pass muster in a

particularly desperate Neighbours script meeting - all the usual SFII gubbins. But there is at least one novelty. The point of view zooms in on the fighters when they're close together and zooms out when they're further apart, showing more of the background and shrinking the characters in scale. It's a nice touch but whether it's enough to rescue Art Of Fighting from 'The Place Where Beat 'Em Ups That Are Not Street Fighter II Go To Die Quietly' is another thing. We'll have to wait and see.



Micky looks like some kind of beach bum but he doesn't half pack a mean uppercut.

Art Of Fighting is a conversion of a Neo Geo original.

CASTLE QUEST

**For Game Boy From Sony/Hudson Soft
Out November**

The first thing I thought when I stuck Castle Quest in the Game Boy was, 'What the hell's going on here?' It's played on some sort of chess board, with bizarre pieces, including demons, orcs, skeletons and wizards. Each piece moves in its own way and the object of the game is to beat the opposing king, just like in chess.

Castle Quest is great fun and it's a strategy game that anyone can get to grips with. There's a one-player game with loads of levels and a two-player game as well. Review next issue.



Castle Quest is played on various boards, like this square one.

The pieces have different magic spells to cast against each other.

TURTLES: TOURNAMENT FIGHTER

For Super NES

From Konami

Out December



Michaelangelo, the Turtle with the Nunchakus, gets his face kicked in by the mysterious Chrome Dome in the picturesque Art Museum.



Which Turtle wears purple? Erm... Oh, I dunno. Anyway, he's the one who's throwing token girlie character Aska in this pic.



Same-Turtle-versus-same-Turtle action is no problem. Here, bo-staff-wielding Donatello breakdances through his alter ego.

'C'ome on, not another beat 'em up,' you're probably saying. But wait up - this one's actually worth considering. The plot? Well, the Turtles are entering a contest in which they face a variety of weird opponents from around the globe - novel, eh?

This has got the same stuff as any other beat 'em up but differs from most in that it's actually very good. We couldn't believe that someone had finally managed to turn out a decent and very playable beat 'em up which wasn't Street Fighter II. Turtles has variable speed like SFII Turbo, loads of opponents, superb graphics and sounds... it's lovely. We'll have a full review next issue, but in the meantime, have a gander at our lovely collection of screenshots.



Every character has a few close-range attacks, like throws and shoulder barges. Here, Don's about to headbutt Wingnut.

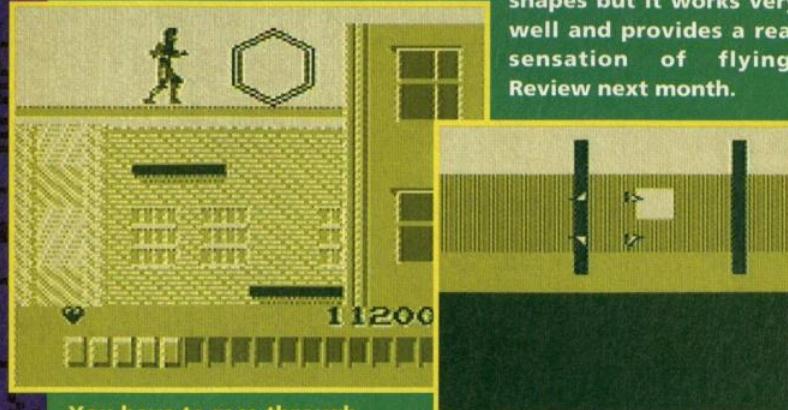
THE LAWNMOWER MAN

For Game Boy
Out December

From Sales Curve

C heck out the Super NES Lawnmower Man review on page 46 of this issue and you'll get a general idea of what the Game Boy game is like. The action alternates between basic platform-blasting levels and voyages through a 3D virtual-reality world.

The platforms are quite mundane but the 3D sections are truly impressive for the Game Boy - it's all done using simple shaded shapes but it works very well and provides a real sensation of flying. Review next month.



You have to race through the platform levels trying to find these VR gateways.

Looks crap? Wait till you see it moving and you'll be amazed!

F1 POLE POSITION

For Game Boy
From Ubi Soft
Out Soon

O n the face of it, Ubi Soft's new Formula 1 racing game doesn't do anything new, and there's certainly nothing in it that hasn't already been done by other GB racers. It's a typical F1 game, with all 16 tracks, all the proper drivers, a choice of gearboxes, engines,



It looks uninspiring but it's probably the best GB F1 game.

tyres, suspension, and so on. And there's the 'Haven't seen that one before' Pole Position style view of the track, too.

But, to give it credit, it looks better than Ferrari Grand Prix, the only other 'serious' F1 game on the Game Boy, and is well enough programmed to get the most out of the Game Boy's monochrome graphics. A playable if unoriginal racing game.



As with most F1 games, you can change the set-up of your car.

NFL FOOTBALL

For Super NES

From Konami

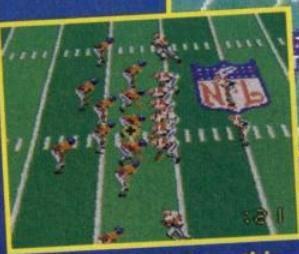
Out Nov (import)

What's the recipe for the ideal American Football game? How about taking one of the best Japanese games producers and stirring in an official NFL licence so that you get all the teams, all the official playbooks, the works? Sounds pretty promising, eh?

Well, add some nice graphics to season and it gets even tastier. In NFL Football the pitch is rendered in Mode 7 and the TV-style view zooms in and out as the action changes - it starts close for the snap, zooms out to cover passes, showing both quarterback and receiver, and then goes in close again to show tackles and catches. Yummy.



The ball flies through the air over the offensive line.



The snap's seen from this TV-style side-on view.



In NFL Football, as you go to make a pass the view of the pitch zooms out and pans around to show which receiver is open.

The gameplay doesn't look as hot as the graphics, though. It's difficult to keep track of who's got possession of the ball and where all the receivers, blockers and defenders are. Oh, and in the true John Madden tradition there doesn't appear to be a league system (sigh). We'll have a full review in the next month or two.



There's lots of lovely cartoon animation in Space Ace.

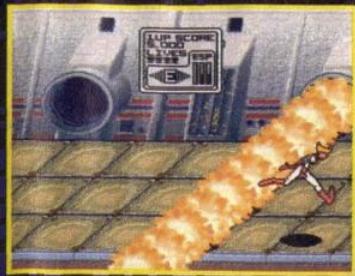


Here's Dexter, the hero of Space Ace, looking at... ahem, yes, well.

SPACE ACE

For Super NES
From Empire
Out Soon

The plot of Space Ace is very strange. You play an intergalactic space hero who has been zapped with the dreaded Infanto-



Dexter leaps deftly over a wall of solid flames in Space Ace.

ray and been turned into a spotty teenager. The owner of this vile ray-gun is a fat bloke called Fr... Borf, whom you have to find and then destroy.

The game is a little unusual, too. It's split into lots of different sections, some platform, some maze and some driving - a bit like Battletoads. There are loads of little animations and some of the backgrounds are stupendous - it looks very similar to the original coin-op.

Quite how Space Ace plays, though, remains to be seen. We'll find out in the new year when the game hits the shops, and we'll have a full review in TOTAL round about when the snow starts to melt.

DECEMBER 1993 ■ ISSUE TWENTY-FOUR ■ TOTAL! 15 PREVIEWS

INDIANA JONES AND THE LAST CRUSADE

For NES and Game Boy
From Ubi Soft
Out Soon

The last Indy movie was out in 1989, so this isn't the most timely of game releases. It's a platformer in which Indy runs and jumps through the various scenes of the film's plot, and it all looks fairly basic stuff. There are NES and Game Boy versions in the works and we'll have reviews as soon as they're out.



Indy explores the caves in NES Last Crusade. Doesn't look much like Harrison Ford to me.

EMPIRE SOCCER

For Super NES
From Empire
Out March '94

We all know that Sensible Soccer and Striker are fab, but the provisionally titled 'Empire Soccer' is looking a wee bit special too.

It's a fairly standard scrolling football game, but the graphics are easily the most detailed yet seen on any game in the genre. The players all have proper facial features (they're pretty big) and full animation. Even the pitch looks lovely, with proper shadows from the stadium roof falling over the grass.

All the usual footy features are here: leagues, cups and standard FIFA rules. The difference is that you can give players special abilities, including after-touch, power shots and super-dribbling techniques. These abilities can only be

The Germans chip the ball over the top of the defender and into the box.

used when a player is fully charged up - the more you use a special ability, the longer it takes the player to recharge. This is looking quite special, so keep a look out for it in a future issue of TOTAL.



Viewed from above, any shot, like this header, looks good.



Frankie's Shorties Small is beautiful!

Dear TOTAL,
I have heard rumours that TOTAL will be finishing on issue 25. Is this true? I have also heard that the NES is finishing in 1996. Is this true?
David Wainwright, Wigan

TOTALLY R.I.P.!

Oh my gosh! Nobody told us! We're only Europe's first and biggest independent Nintendo mag. Seriously, why would we be closing down? If something's successful, why kill it off? And the NES will slow down, but it will never die. FRANK

Dear TOTAL,
My friend claims he has got Starwing/Fox for the Game Boy on import. Is he telling the truth or is he talking cack?

Magic Mike, High Wycombe



Our artist's impression of what Game Boy Starwing might look like. If it existed.

Yes, cack is exactly what he is talking. FRANK

**We may not be able to answer all your questions...
In fact, we may not be able to answer any of
them... But, er, write to us anyway. Just in case.**

'Phone lines

Dear TOTAL,

1 I have often reflected with melancholy on the fact that the Super NES lacks an earphone socket. Do you know of any small piece of equipment that might fit into the 'multi out' socket and provide me with one? Couldn't someone make a killing with an accessory like this?

2 In my melancholy reflections, I have also wondered why the Super NES image never fills the whole screen, which seems a bit

wasteful. Can you shed any light on this mystery?

3 Thirdly, we tend to become excited about music 'approaching hi-fi quality' incorporated into games. Maybe it would be better if a cassette was supplied with the cart, which would

then provide 'amazing 100% hi-fi quality'. The spare megabytes could be used for better graphics or more levels, or, dare I suggest it, the price could be lowered.

Tom Williams, Leeds

Dear Tom

Hey, cheer up, mate, it might never happen.

1 You could have one made up at an electronics store.

but it would be expensive and rather messy.

2 UK TV sets have more lines than US sets.

3 That's just silly. Not only would the sound not be synchronised with the game, but a cassette would add to the price of the game. FRANK

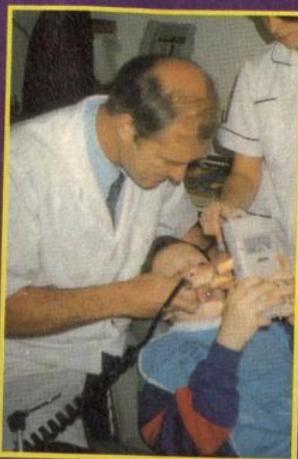
**Hair
today...**

Dear TOTAL,

We have captured your baldy-bounced buddy, Steve Jarratt. If you want him to return, then send us some Super NES or NES stuff. Else you'll never see him again and we'll send you a Mega Drive - bit by bit. And if you don't send the stuff, then we will come

Weird Places I've Played

My Game Boy

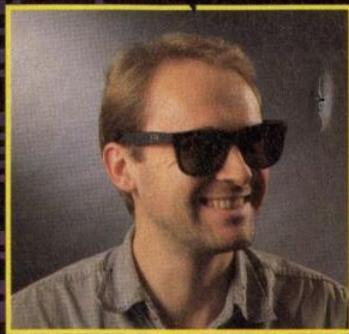


(Number 21)

NAME David Green
AGE 11
FROM Sherington, Wigan

Look, this just isn't on. Don't you lot know anything? You're supposed to hate going to the dentist. You're supposed to experience agonising pain and intense discomfort. You're not supposed to just sit there and play your Game Boy, totally nonchalant about the whole grisly business. So, next time you go to the dentist, David Green, we want you to suffer, okay?

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: **Weird Places I've Played My Game Boy**, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).



Stevie J? You can bleedin' well keep 'im, mate!

round and force you to play Sonic 2, at gunpoint.

And if we give him back, we want him as editor of TOTAL again, because Fat Frankie is Scottish – need we say more?

The Blackmailers, Belfast

Dear Blackmailers,
Yes, actually you do need to say more, like, 'Forgive us, O Scottish One, because we're not awfully clever.' Fact is, you can keep baldy Jarratt. If you think we're going to hand over 50 quid's worth of Super NES game for some slappy reject, you must be mad. FRANK

Dreadful poets' society

Dear TOTAL,
TOTAL, you're really great, you are, You've got pages of tips, news and reviews, And pages where the kids can air their views, You've tips, cheats and secret games, Where people can die again and again, Now, before you argue, let me say, You're the best magazine, the one for today, People yawn and sigh with disgrace, But really the back pages for TOTAL Recall is the right place, Now before I go to keep my mind sane, I'll read TOTAL issues again and again, So it's goodbye from me and it's goodbye from Ken, And it's goodbye from Ryu with his Sho-Ryu-Ken.

Matthew Page, Kent

Matthew, Matthew, what a rhyme,
You'll have to try again some time,
I'd like to sit upon the fence,
But your poem, frankly, made no sense,
I hope you won't be too upset,
With the TOTAL T-shirt you won't get,
I try to be nice, I really do,
But I really can't be nice to you. FRANK

Dear TOTAL,
Here is a little ditty I composed in bed,
Stupid me, I went to buy my console,
When wrapped I took it home,
I ordered lots of fab games,
From shops and on the phone,
I carefully read the instructions,
I plugged it in the mains,
Then grabbed a friend and joypad,
And was ready for ace games,

I stared, I checked my eyesight,
But nothing I could see,
I hit and banged the console,
And shouted words obscene,
And then I saw my error,
Oh, silly, silly me,
I'd got the games and console,
But forgotten the TV.
Stephanie Allman, Ashmore Park

Stephanie, listen to me,
You're a sad spud with no TV,
Your rhyme is nice, I must confess,
But the point, I fear, was not impressed,
Have you lost your fave TV,
Or are you suffering from insanity?
Either way it's not my fault,
So I'll bring this poem to a rapid halt. FRANK

(Hmm. Well, that was a real education – CHRIS.)

Dear TOTAL,

Now that Microprose and Lucas Arts are developing software for the Super NES, will we see the likes of Civilisation and Day Of The Tentacle, etc. appearing on the machine?

Duncan Tunbridge, Kent

Civilisation is possible, but Day Of The Tentacle is just too big a game to fit on the Super NES. FRANK

Dear TOTAL,

Is World Heroes 2 coming out on the Super NES?

Darren Wood, Wellingborough



World Heroes: will the sequel be any better? We do hope so.

Yes, probably next year. FRANK

Dear TOTAL,

I've looked in the dictionary and asked my mum and everything, and I still don't know what the word 'fanzine' in your Reader Ads means. Can you help?

Gemma Osborne, Kent

Fanzine literally means 'fan magazine'. The word is used to describe any publication produced by amateurs for the love of the subject rather than to make money, as opposed to professional magazines like TOTAL, produced at great cost by highly trained journo's like us (ahem). There are lots of games fans out there producing their own fanzines, so we thought it would be a good idea to enable these people to contact potential readers via TOTAL's pages. FRANK

Dear TOTAL,

I own a Super NES and an Action Replay. I am going to the United States and want to know whether US games will play on my English machine.

Marc Hendren, Blackpool



The Action Replay: works with most games, but not all.

The Action Replay works as an adaptor, so older games should work fine on it. Newer games may not, though, as Nintendo have started to incorporate a security chip in some carts to stop people playing import games. FRANK

Dear TOTAL,

Do you think there will be a Super Mario Kart 2? If so, when will it come out and how much will it cost?

Stephen Holland, Essex

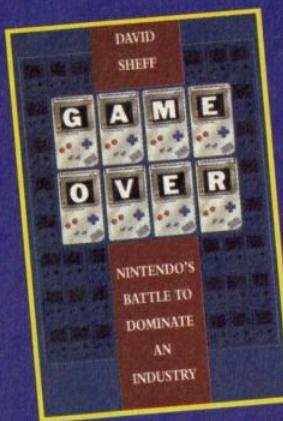
Maybe, but obviously I don't know how much it will cost. FRANK

Movie madness

► Dear TOTAL,

I am doing a school project about computer games. I am looking at the problems of addiction, epilepsy, sexism, pricing and influence on people's personalities. Any ideas about what I should read and who I should contact?

Tim Gibson, Bath



David Sheff's Game Over: a great read and a mine of information.

Well, you could try reading the excellent Game Over by David Sheff. Not only is it a fascinating read about how Nintendo made it big, but it also has a very handy recommended reading index at the back, which should help you with your project. FRANK

Dear TOTAL,

Is there a way to plug the video recorder to my Super NES so I can record myself playing the games?

Adam Simpson, Dalton-in-Furness
Easy-peasy. Use the multi out lead to connect your Super NES to your VCR AV or SCART, or plug the RF lead into the video-aerial socket. Tune it in (UHF 36) and start recording. It's as easy as that, and the results should be lovely. FRANK

Dear TOTAL,

I have a Super NES and will be getting Mario All-Stars, but I was thinking, since Nintendo have put four NES classics on a Super NES cart, will they do it with any others, like the Zelda, Probotector or Castlevania games?

Padraig Gormley, Co. Fermanagh



Mario All-Stars: likely to remain unique.

Nah, Mario will be the only one. It's just too expensive. FRANK

Dear TOTAL,

Are Nintendo planning on making a keyboard for the Super NES, like the Workboy for the Game Boy?

Gavin (BFG), Brighton
Nope. FRANK

Dear TOTAL,

I'm a German reader of the German magazine, TOTAL.

Dear TOTAL,

I own a Super NES and am concerned about movie licences. Apart from the odd exception, like Alien³, most of them look like all the effort and money has gone into acquiring the name and not into programming – like Lethal Weapon and Alien Vs Predator. Great games like SFII, Mario Bros. and Mega Man were all original ideas – we need

more like them! Anyway, keep up the good work, TOTAL!

Peter Atron, Glasgow



the plot, with programmers desperately trying to include elements from often unsuitable storylines. The reason movie licences succeed is that people buy them because they know the movie. FRANK

Dear Pete,

I have to agree with you there. If all the effort goes into making an original concept as good as it can be, the results are often spectacular. Movie licences are often inhibited by

1 It might do,

but then Nintendo would make more money if you actually bought the carts, so who's the clever one, eh?

2 It's for possible add-ons, like the now defunct Nintendo CD drive.



This is what could have plugged into the Super NES EXT slot.

3 Capcom are apparently looking into it. FRANK

Jobs for the boys

Dear TOTAL,

1 Which is the best out of Zombies, Pugsley's Scavenger Hunt and Shadowrun?

2 How old would I have to be to get a job as a games reviewer?

3 How much would I get paid?

4 What would the hours be?

5 What sort of qualifications would I need?

Ryan O'Donnell, Scotland

Dear Ryan,

1 They are all good and all different, so I wouldn't like to say which one was best.

2 16 is the bare minimum, but you'd be better off with A-Levels or even a degree.

3 Three pounds a week and all the crisps you can eat.

4 25 hours per day, and then there's overtime.

5 Good English, top games skill and a complete lack of tact or decorum. FRANK

Carts for hire?

Dear Phil,

Because they can be.

1 Because they are.

2 With any luck.

3 Erm, because they're not?

4 Because he has no taste, perhaps? FRANK

Going Dutch

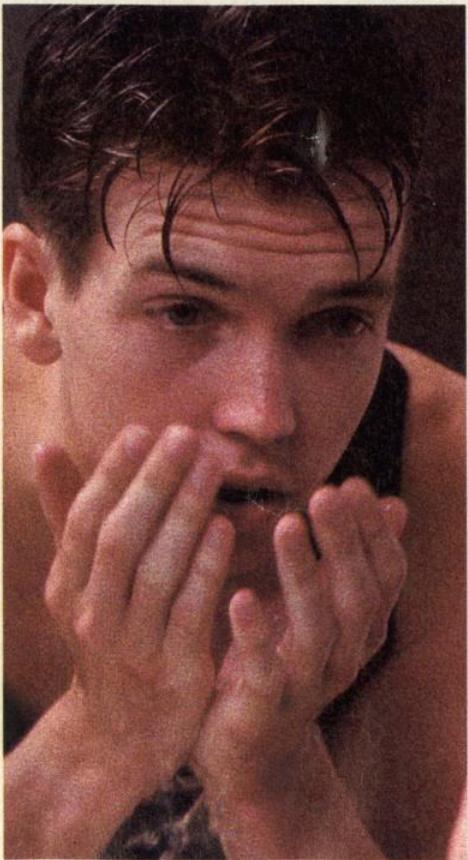
Dear TOTAL,

Greetings from Holland. I think the mag is real good. I have a couple of questions for you.

Dear Tone,

I know a girl who lives in Huntingdon – Jenny, her name is. If you see her, say hi.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way. Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

UNBEATABLE
TREATMENT
FOR
STUBBORN
SPOTS
AND ACNE

Clinically
Tested



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

▶ Because I'm very interested in English, I want to read TOTAL in English. Can I buy them from you? It's very important for me.

Saidi Uwazola, Zeven, Germany

If you look on page 102 and 103, you'll find out how to order back issues and subscribe to the magazine. You can still get back issues delivered to you even though you live abroad – you just have to pay a bit more. You will have to pay in pounds sterling, though – get an International Reply Coupon (IRC) or ask at your local bank. FRANK

Dear TOTAL,

Future Publishing have published a magazine especially for the Super NES called Super Play. Are there any plans for a Future magazine especially for the NES or Game Boy?

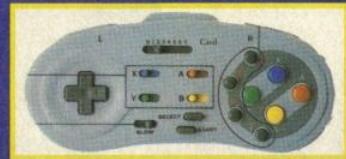
Angeline Adams, Ulster

To be honest, I haven't got a clue. (They don't tell us anything here.) Judging by the low quality of existing NES- and Game Boy-only mags, though, it could be a sound business move. FRANK

Dear TOTAL,

For Christmas, what do you think I should get, a Patriot Turbo joypad or the SN Top Fighter?

Jonathon Sheffield, Hants



The Patriot Turbo joypad.

It's up to you. They're both good, but the Patriot does have built-in SFII moves. FRANK

Dear TOTAL,

I read somewhere that you could have your UK Super NES upgraded to run at the same speed as a US machine (about 4MHz). I was thinking of having this done, but I was disappointed to learn that your telly has to be able to detect a 60Hz signal and mine can only detect 50Hz. What puzzles me is that a Mega Drive, which runs at 7MHz, can run on a 50Hz telly like mine!

James Gibson, Newport, IOW

This is all true, but the benefits are outweighed by the cost. The difference is negligible and most new games are being coded with PAL in mind. FRANK

Games master

▶ **Dear TOTAL,**

Your magazine is totally awesome and I intend to buy every issue before I go back to Kenya. Before I ask my two questions, I'm going to show off.

I have finished Wing Commander with 130+ kills. I was also a Major, had every medal, and never failed a mission. I managed to do all this in a week.

I also finished Super Star Wars in six days. Good, eh?

Anyway, here are my questions.

1 Are you ever going to go international, because I can't get TOTAL in Kenya?

2 Why is your magazine so expensive? My pocket money doesn't stretch to £2.50!

The biggest TOTAL fan in the entire Universe

Dear TOTAL fan,

That kind of big-headedness should be punished with an insult, but I'll answer your questions instead cos I'm nice.

1 There is a German edition of TOTAL, but it's written and produced by completely different people. I am trying to start a Balinese edition so that I can live out my years on a palm-fringed beach.

2 That's cheap! Amazing free gifts, brilliant competitions, sexy reviewers... What more could you ask for? FRANK

Legal and decent?

Dear TOTAL,

I have a few questions to ask.

1 I went down to my local importer a few months ago

and saw Super R-Type on Jap import. It was in a plastic case and the instructions were in English. Is this illegal?

2 Some time ago you said that all copies of the illegal NES SFII were seized. This is not true! I went to Spain for my holidays and found two copies of it retailing at 12,995 pesetas – about £65.

3 How much will the new-look NES cost in the UK?

Stephen Gibbon, Workington

Dear Steve,

1 Sounds fishy, but they probably just bundled it with English instructions because they were nice. It could be a second-hand cart.

2 Well, not all of them were, then, obviously.

3 The same as the old-style NES – that is, if they ever actually release it. FRANK

It's an insult!

Dear TOTAL,

I think your magazine is completely untrustworthy and you have the stingiest writers of any of the magazines I've ever read. You lot are so dim you probably couldn't change a light bulb between you. Anyway, I buy your magazine every month and think it's brill. This is because I'm completely untrustworthy and stingy myself and wouldn't know a rip-off if it jumped up and bit me on the backside. Keep up the rubbish work.

Liam Brine, Dover

Dear Liam,

Er, yes. Indeed. Cheers. Um, I think. FRANK

Tyson Vs Bison

Send all your letters to:
**TOTAL Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW**

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an SAE.

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À la Mode 7

Dear TOTAL,

1 What language and computer is used to program a cart?

2 Why do you see parts of other screens on some games?

3 What is Mode 7?

Adam Ainsworth, Poole

Dear Adam,

1 They're programmed on PCs in any of a number of

languages and then converted into something the Super NES's 6502 central processor can understand. Sort of.

2 Sorry, I've got no idea what you're talking about, me old china.

3 The Super NES has graphics chips with several screen modes. Mode 7 is the one that enables the Super NES to scale and rotate graphics. FRANK

TOTAL Teaser

**What are these games?
(Answers on page 114.)**



LETTERS 20

TOTAL! ■ ISSUE TWENTY-FOUR ■ DECEMBER 1993

Will they
save us, Ren?

I hope so,
Stimpy...your breath
is keeling me!

NICKELODEON
**The
Ren &
Stimpy
Show**



Strange and bizarre weapons to defeat weird foes.



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.



Bizarre graphics and voice tracks make you feel like you're in the show. Oh Joy!

Holy Lederhosen! America's hottest cartoon cult Ren Hoëk & Stimpy are trapped in their own TV show . . . and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up - or worse!

All you gotta do is help the heroes survive four of their classic adventures - The Boy who cried Rat, In the Army, Stimpy's Invention and Marooned with an enchanted, yet deesgusting journey through Stimpy's digestive system!

So play Ren & Stimpy and travel through the 16 lip-smacking levels of twisted gameplay into the real world of fresh air and pizza delivery. And don't forget your breath mints!

AVAILABLE FROM 7 DECEMBER 1993.

VEEDOTS!

SUPER NINTENDO
ENTERTAINMENT SYSTEM



T•HQ International

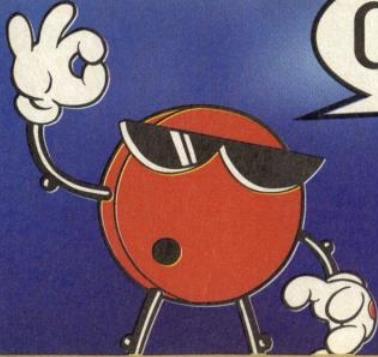
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Coming Soon for
GAME BOY

COOL SPOT™

Virgin

FOR SNES
AND AVAILABLE SOON
FOR GAME BOY™



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REVIEWS

Hooray! This is why you really bought the magazine – the reviews! This month our hot reviewers check out some even hotter games.

The TOTAL review crew

Meet the gang, cos the boys are here, the boys to entertain you. And a girl as well. TOTAL welcomes new staff writers and die-hard gamers James Binns and Dane McLellan



FRANK

After an intensive diet, Fat Frank is no longer fat. So now we have to call him Furry Frank, or something.



CHRIS

Chris has no distinguishing features and therefore no nickname. But his name does rhyme with... kiss.



JAMES

Brand-new staff writer James Binns is all shiny and impressionable. And he has distinctly ginger hair...



DANE

... Unlike the delectable Dane, who has delicious long, blonde hair and a penchant for violent beat 'em ups.

SUPER NES



Cool Spot

Virgin's first foray into Super NES territory!

Aero The Acro-bat

Platform action with a small bat.

Robocop Vs Terminator

The two toughest hombres in the history of the Universe.

Timeslip

Sub-Contra action with the latest game from Vic Tokai.

Virtual Soccer

How does this brand new footy sim compare with Striker, then?

Super Empire Strikes Back

A long time ago, in a cartridge far, far away...

Dr Franken

The Super NES version of the Game Boy classic. How does it compare?

Dennis

The first game to feature a Walter Matthau sprite.

Might And Magic

Hmm. Role-playing games, eh?

Lawnmower Man

Virtual war with Jobe and friends.

Plok

Surreal platform action like you've never seen.

World Heroes

They're heroes and they're out of this world. Ahem.

Mario And Wario

Mario has the wool pulled over his eyes. Literally.

GAME BOY



Pang

Bubble-busting fun on the Game Boy at last.

Batman: Animated Series

Konami come up trumps with their latest licence.

Battletoads 2

Amphibian antics from the boys at Rare.

Zool

Ants, eh? Don'tcha just love 'em?

Goal

Bizarre football on the Game Boy.

Total Carnage

Game Boy violence ahoy from T•HQ.

Taz-Mania

This one may look a wee bit familiar to some of you.

Tom And Jerry

Ultra-violent cartoon laffs? Or total rubbish?



Tesserae

Like draughts, but much more complicated.

The Fidgetts

Elite's brand-new cat-and-mouse team.

NES



Cosmic Spacehead

Codemasters hit the nail on the head yet again.

Battletoads/Double Dragon

The team-up of the decade. But who's the hardest?



Cool Spot finds himself at the bonus stage – a huge bottle of 7-Up. Collect as many spots as you can within the time limit.



Toyland is a terribly dangerous place to be. The dreams of childhood become a nightmare when the toys start to attack.



In the background, a boat bobs gently in the water. In the foreground, Cool Spot dangles precariously from a bit of rope.

COOL SPOT

For Super NES (1 player)

From Virgin

Price £45



Cool Spot can take advantage of the small bubbles he finds floating around to carry him up to higher levels.



Despite being a hard whiskey drinker, Frank thinks Cool Spot is a real gas.

Right, you've drunk 7-Up before, haven't you? But have you ever taken the time to look at the design on the can? It's got 7-Up written in big letters on it, with a red spot behind the letters. Well, that's Cool Spot. In America, this spot (with shades on) is used as a character in the 7-Up advertising campaign and is apparently very popular. (Over here, we get Fido Dido, the line-drawn bloke with the baseball cap.) With all this product placement, you might

SPOTS
Easy to control and a lot of fun to play. Great graphics, with smooth animation and vibrant backdrops



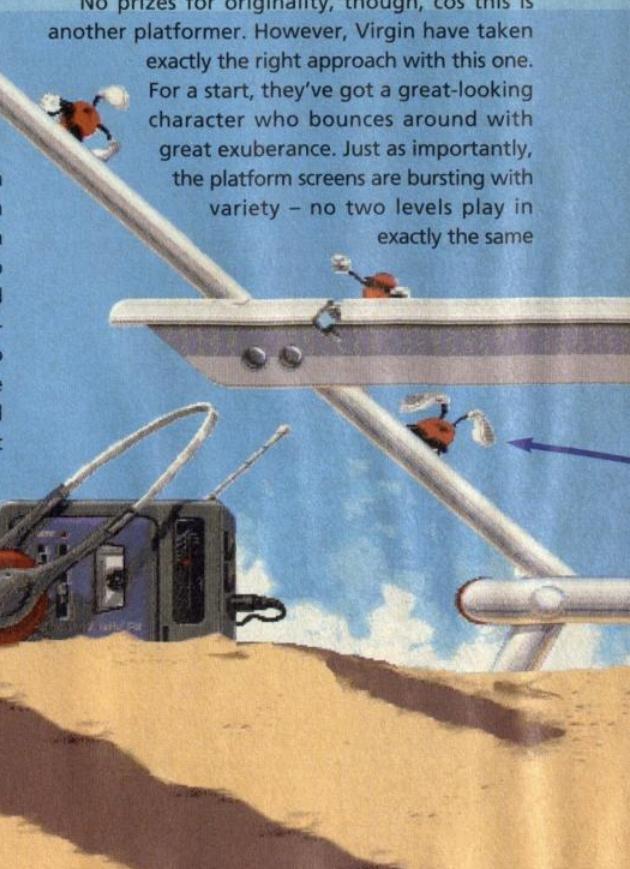
Ouch! An encounter with the hermit crab leaves Spot in a spot of bother.

This rather smart Walkman is typical of the attention to detail to be found throughout the game.

think that Cool Spot was another lame tie-in. Well, you'd be wrong, cos it's actually a stunner.

The Mega Drive game was pretty good, but the Super NES version manages to be even better. It takes the same format and tweaks it, fondles it gently and turns on the charm a bit. The result is a game that is much better than the original in terms of both graphics and playability.

No prizes for originality, though, cos this is another platformer. However, Virgin have taken exactly the right approach with this one. For a start, they've got a great-looking character who bounces around with great exuberance. Just as importantly, the platform screens are bursting with variety – no two levels play in exactly the same



Cool Spot makes his move

The animation on Cool Spot has to be seen to be believed. Feast your eyes on these lovely Disney-like frames.



Cool Spot walks!



Cool Spot plays with a yo-yo!



Cool Spot climbs!



Cool Spot jumps!



Cool Spot shoots!



Cool Spot hangs from a balloon!



Miss the lily pad and it's a watery grave for Cool Spot. This level is nasty!

way. In some bits you have to do lots of standard jumpy stuff, but other sections will have you climbing ropes most of the time.

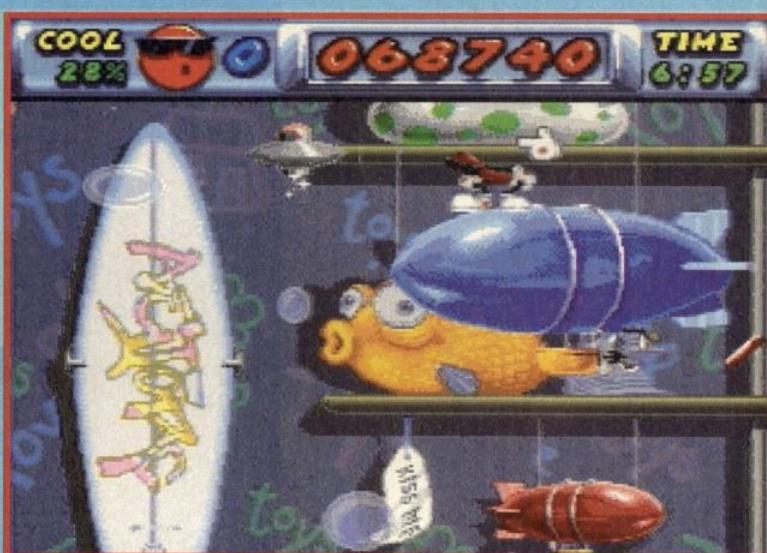
The object is to collect the spots scattered through each stage. On Easy level you only have to collect 30% of them to finish the stage, but this figure increases when you



Shoot the mouse before you climb any higher, or face nasty rodent-induced death.

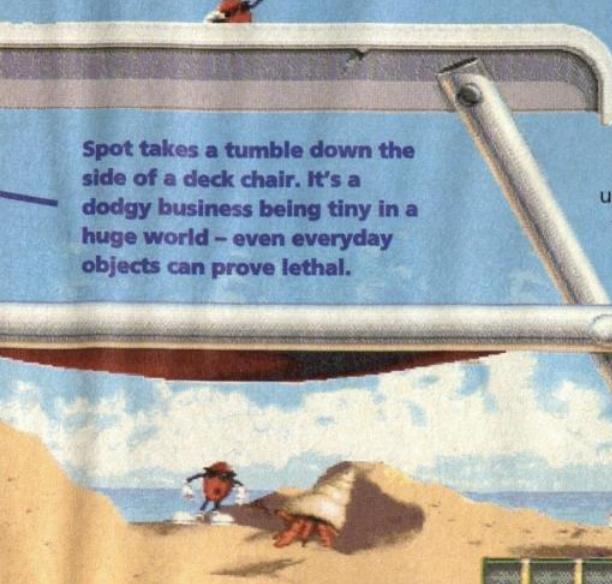
adjust the difficulty. The stages are huge, but you won't see a whole stage unless you play the game on Hard level. Collect enough coins and you enter a smart bonus stage where you have to collect spots inside a giant pop bottle.

The gameplay is superb – it's tough, but forgiving – and the controls are responsive and accurate. Cool Spot obviously underwent a great deal of play testing before it came anywhere near the shops, and it seems to have paid off.



Cool Spot looks down to see where he's going to land when he jumps off this airship. Looking around is always recommended. Blind faith only leads to trouble.

Spot takes a tumble down the side of a deck chair. It's a dodgy business being tiny in a huge world – even everyday objects can prove lethal.



SNOTS
The platform format is looking a bit jaded now, and Cool Spot has nothing new to offer

But by far the most impressive thing about this game is the graphics. The Cool Spot character is wonderfully animated, with lots of funny little sequences – one has him playing with a yo-yo, another has him cleaning his shades, etc. And the backgrounds

Cruel spods



Crabs: Brrr, bit nippy today, isn't it? Avoid those claws at all costs.



Cars: Race towards you at high speed and try to make you even flatter.



Robots: Jump out and blast you with lasers when you least expect it.



Spiders: These lurk in dark corners and then leap out and bite you.



Bees: Their random flight paths and big stingers will prove to be a real pain.



Fish: These hide in puddles, emerging to spit jets of water at you.

Dane says...

Isn't it lovely, isn't it precious, isn't it lovely, made from... Ooh, I got a bit Stevie Wonder there. Cool Spot does indeed look lovely and has some stunning animation, but the gameplay doesn't quite match its looks. It's still better than most platforms, but it's not that fab.



"Looks rather better than it plays"



Personally, I can't think of anything worse than being chased around a weird landscape by clockwork teeth. But that's just me. You can probably think of something much worse. Like being chased by a giant aubergine. Or something.



Nee-nar, nee-nar! Hey, this is like London's Burning!



Cool Spot gets a bit bored and plays with his yo-yo.



After the bank job, Cool lies low on the Costa del Crime.

just defy description. The colour, detail and style will have Mega Drive owners chewing their nails in frustration and envy. Add to the lush graphics a groovy soundtrack and some great sound effects and you've got something really special.

Is there anything bad to say about the game? Well, yes. There's little in the way of inventiveness to be found in Cool Spot. Most of the ideas, including the basic principle, have been nicked from elsewhere. There are plenty of platform games around, and I, for one, am getting a bit bored with the whole concept. The Mario games are fantastic, but

most people already have them and now want something completely different.

However, if you already own the Mario games and are absolutely convinced that you want another platformer, you should rush out and get this one immediately. Although it's derivative, the superb graphics, well-thought-out levels and brilliant game design make it all worthwhile.

At this point, I must ask you to spare a thought for poor Mega Drive owners, who get a far inferior version of the game, and pat yourself on the back for having had the forethought to buy a Super NES.

FRANK

T!

Cool Spot

Looks

- The colour, the animation and the detail will make your jaw drop

Sounds

- The tunes are funky and catchy and the sound effects are truly excellent

Gameplay

- Much better than the Mega Drive game, with better control and smoother play

Lifespan

- It really is a very large game, but play it on Hard level to see how big it really is

The bottom line

"The Mega Drive version was good enough, but the Super NES game is utterly fab (although not very original). Virgin's first Super NES game bodes well for the future"

Levels	Plenty
Difficulty	Medium
Continues	Collectable
Release date	December

Final score

92%



Shoot the cage to free your pal and finish the level. Hooray for Cool Spot!

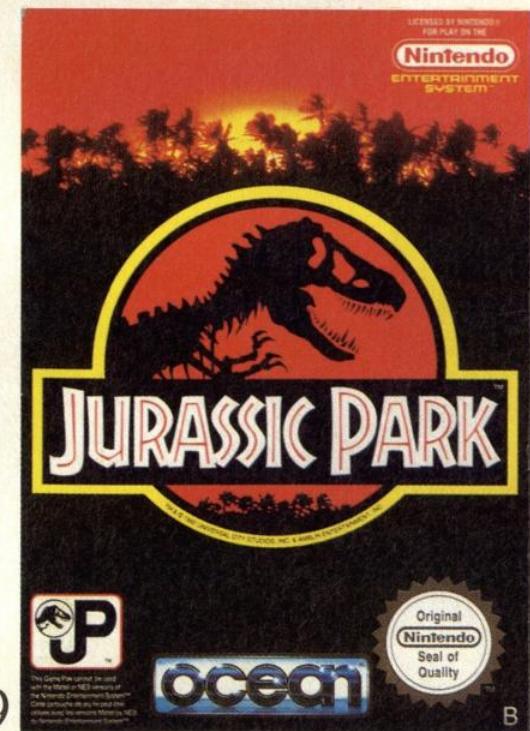
Time you came and saurus.



£54.99

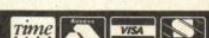


£27.99



WOOLWORTHS

IT'S RIGHT UP YOUR STREET.



All items subject to availability

Going in to bat against the baddies

You can take out the bad guys in loads of different ways. Unfortunately, there are just as many ways to die horribly (see opposite).



Aero's most useful attack is the drill. It takes a while to get used to, though.



If you don't fancy drilling someone, you can throw stars at them instead.



Get on the unicycle and knock over anything that gets in your way.

Something in the air...

Get through the level (and collect the bonus token) and you can take part in the lovely Mode 7 bonus bit.



I'm scared of heights so I don't like this one very much. The idea is to land in that rather small puddle of water.



In this Pilotwings rip-off, you have to guide Aero (using his wings) through the holes to get loadsa points.



If you miss the water, you end up as a rather nasty hole in the ground. And it probably hurts like hell as well.



Oi, get off that swing! I want to have a go!



The lovely Dane takes to the air with Aero. (We're all batty about her, ho, ho.)

There are loads of characters trying to achieve console stardom by starring in their own whacky platform game. Some make it (Mario, obviously) and some don't quite get there (where are you now, Bubsy?). Software companies are constantly coming up with new and even more bizarre creatures in search of that elusive success story. The latest hopeful is Aero The Acro-bat, who's not only a bat but a bit of a circus star as well. Hence the title.

FLYERS
A clever and pretty platformer with loads of really big levels to play through. A real challenge (for a change)

For Super NES (1 player)

Show off your circus skills by jumping through some hoops.



Prepare to be blasted upwards in the cannon - but make sure that you don't go up too far or you might hit some lethal little spike things.

But if you were expecting this to be another stale, run-of-the-mill platform game, prepare to be surprised. It's obvious that a hell of a lot of imagination has gone into the making of this game. There is, of course, the standard kill-the-evil-doer-and-save-the-world plot, which we don't really need to bother with. What you might like to know, though, is that there are eight levels for you to get through, each of which has a different goal and each of which is humungous. I can't think of another platform game this spacious. But it's not spacious because there's nothing to do (like many other games) but because it's just so flippin' big.

As usual, each level is infested with baddies bent on causing you harm. Being a bat, you have a rather unique way of destroying them: you drill them (of course). You can also throw stars at them

From Sunsoft

Price £45



You may wonder what's going on here (yes, actually - FRANK). Sorry, no idea.

AERO THE ACROBAT



Touch any of the numerous spikes in the game and you'll die instantly. It's a bit harsh, so watch out.



You can't jump or run into any of the bad guys in the game. If you do, you lose precious energy.



Jumping through fiery hoops is a tricky business. Make one little mistake and you're burnt toast.



We ran out of shots of Aero being killed, so we thought we'd show you one of him going through a door instead.



Jump on your unicycle, build up some speed, and get ready to knock baddies off the high wire. Great fun.

(if you've collected any), but it's much more fun to jump in the air and drill them. You'll probably find this awkward at first, but after a few games it becomes second nature.

And that's it. There's really not an awful lot more I can tell you about Aero The Acrobat. It's a platform game. You collect lots of things and then you play the next level. But although this is just another platform game, it's the way it's done that makes it so cool. There are plenty of things for you to collect, plenty of different baddies to destroy, loads of levels to get through and tough stage bosses to fight.

There's also a challenge. Yep, I said a challenge. Very unusual. Aero isn't invincible

DIVERS
Controlling Aero is complex. When you hit a spike you die straightaway instead of losing a bit of your life

and you will get hit a lot in your progress through the game. You'll find lots of things which you won't be able to handle at first and which will take you a while to work out how to beat. And with only three continues, you're going to have to get very good before you finish the game.

The graphics and sound are well programmed, and for once it seems that a software company has actually sat down and played a game a few times before releasing it. The difficulty level may annoy some people and the control system does take a bit of getting used to, but they are the only flaws in an otherwise cracking game.

DANE T!



CRO-BAT

Take a dive from the high springboard and then land in the water for some extra points. Be careful that you don't miss the water or you'll end up as an unpleasant bat-shaped splat on the floor.

Aero The Acro-bat

Looks

- Loads of nice backgrounds and some top animation as well. Nice stuff

Sounds

- Some nice circus tunes, but a couple of them can be irritating after a while

Gameplay

- The usual platform fare, with some nice little tricks (like the drill attack) thrown in

Lifespan

- Large levels and only one continue. You'll be at it for a considerable time

The bottom line

"A good-looking and imaginative platform game with a lot of stuff to battle through. A couple of flaws stop it from becoming a classic, though"

■ Levels

8

■ Difficulty

Hard

■ Continues

3

■ Release date December

Final score

83%

ROBOCOP VS TERMINATOR

For Super NES (1 player)



Frank dons a titanium exoskeleton and heads for the distant future, with a smug grin.

Robocop Vs Terminator puts you in the rather heavy titanium shoes of Robocop, who's on a mission to save Earth from the threat of a computer-controlled future. How does he accomplish this amazing feat? By leaping about a bit and blowing things up with a big gun. Hmm.

The gameplay is standard jumping and shooting, split up by a bit of Mode 7 stuff very

COPS
Some lovely graphics. Great animation and faithful renditions of the characters



Robocop mounts the ladder to find himself staring into the barrel of a rather angry Terminator-type machine gun.



As you can see, these graphic artists like dark things.



Blow away the gun emplacements or die trying.

From Interplay

Price £45

reminiscent of the landspeeder section in Super Star Wars. There are weapons to collect and power-ups to find, but it all gets dull rather quickly. The game suffers badly in comparison with the smart Mega Drive version and feels a little amateurish (although it's still far superior to Robocop 3).

To be fair, the graphics and some of the sound effects are very good. The Robocop sprite is perfectly animated, but the Terminators look a bit more robotic than they actually should. The real problems lie in the level design and the apparent lack of respect for good players. Things fall on your head without warning and some bullets are impossible to avoid. It's just a question of slogging

FLOPS
The gameplay is mediocre at best. Sometimes it's impossible not to get hit.

through each section again and again and learning the pattern in which everything happens.

This kind of gameplay was forgivable on the Commodore 64, but it's not on a Super NES. Finishing the game will take quite some time, but not because it's challenging or difficult, purely because it's all far too frustrating and badly thought out.

All is not lost, though. Some of the levels are actually quite good fun to play and there are some nice touches. It's just a shame that the programmers paid more attention to how the game looked than how it felt to play.

Check this out if you love Robo and Termy with a vengeance, but otherwise give it a miss.

T!
FRANK

Aaaargh! It's Ed 209, OCP's nasty robot with the big gun and the dodgy morals.



Robo may be slow, but he sure knows how to shoot things.

Robocop Vs Terminator

Looks

- Groovy graphics and gorgeous animation. The sprites are all pretty good

Sounds

- A complete lack of decent music and some nice violent sound effects

Gameplay

- Enjoyable for a while, but it's too easy in some places and too hard in others

Lifespan

- It'll take some time to finish, but will you really want to? I doubt it

The bottom line

"There are many redeeming features to be found in this game, but sadly not enough to justify the asking price. You'd be much better off checking out Super Probector instead"

Levels Plenty

Difficulty Medium

Continues Yes

Release date December

Final score
59%



Robocop takes out a deadly gun-turret thingy.



In the future, things just get nastier and nastier.

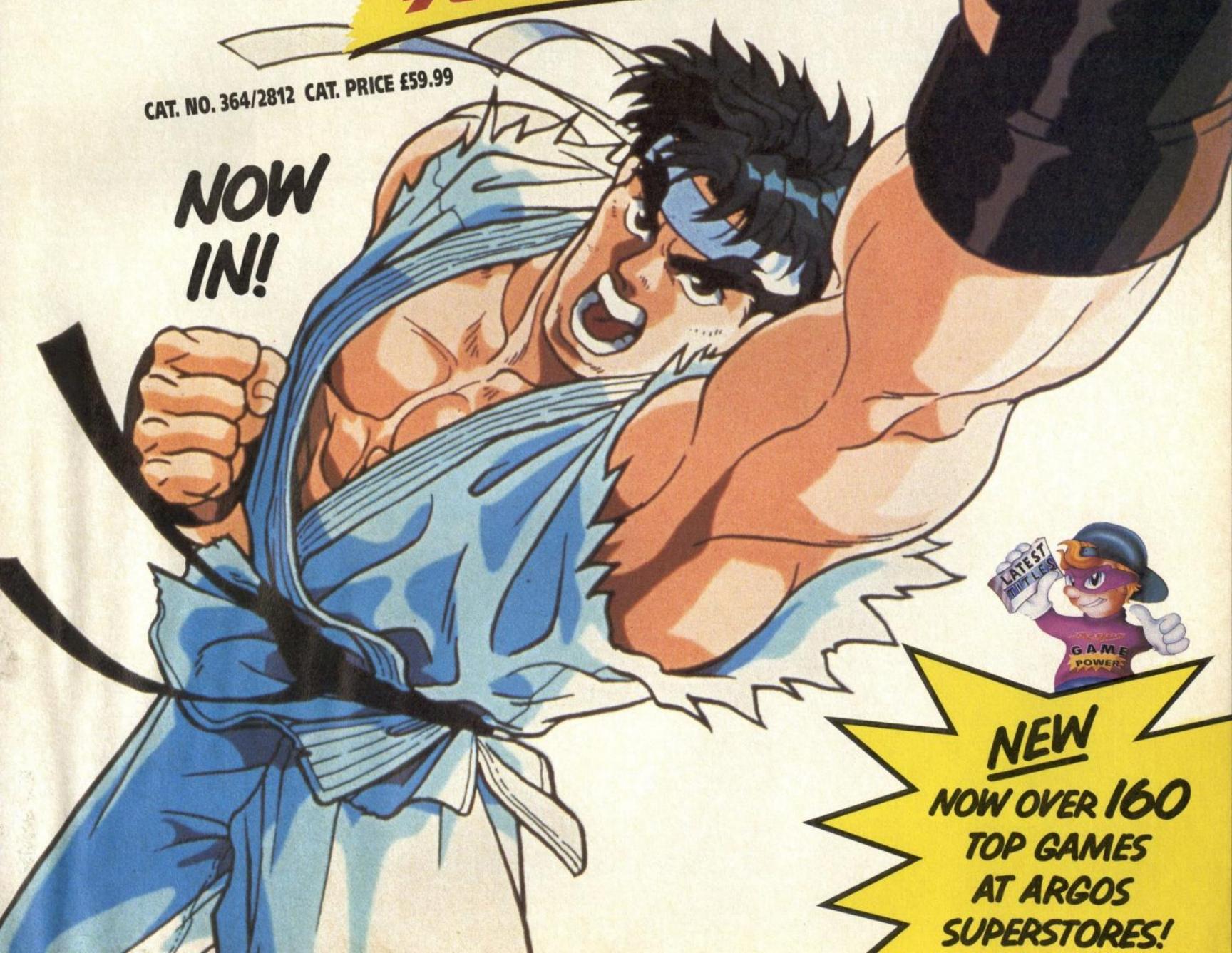
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TIME-SLIP

For Super NES (1 player)

From Vic Tokai

Price £45

It's all in the timing

The improbably named Vincent Gilgamesh knocks seven shades of chainmail out of a big, bad boss.



Pah! Think you can stop me with that pathetic little shield?



He looks pretty 'armless' now! (It's not too soon to sack you - FRANK.)



What do you mean, it's just a flesh wound - I've blown your head off!



Time. James can go forward in it, back in it, but still can't get to work on it.

The inhabitants of the planet Tirmat are trying to colonise Earth. They plan to do this by going back in time to sabotage the development of Earth's weapons. You play the only man who can stop them, Vincent Gilgamesh.

About the only original thing about Timeslip is the hero's name. (What kind of a name is Vincent Gilgamesh? Why couldn't he have been called Rip Macho or Tough Jones?) Otherwise, what we have here is a standard platform shoot 'em up.

This game has a lot of problems. There aren't nearly enough power-ups, there are no continues or passwords,

▲ SLIPS ▲
Undemanding arcadey feel. Decent music. Lots of bosses and a fair amount of variety

▼ DIPS ▼
Boring, unoriginal and not very playable - the gameplay is utterly linear. Poor sprites. No continues

Robocop wanders into a scene from Hitchcock's *The Birds*.

there's no timer, so the pressure is never really on, and the gameplay is entirely linear - there isn't a single brain-taxing moment.

The sprites aren't very well drawn, but the backgrounds scroll smoothly. The in-game music is good, but some of the effects are lame.

If you don't expect too much from Timeslip, it will deliver in abundance. It's a bog-standard arcadey shooter that could have been turned out two years ago. It's as if *Alien³* never happened. JAMES

T!

Timeslip

Looks

- Lots of dodgy little sprites, but some quite impressive bosses and backgrounds

Sounds

- Some decent music, but it's spoilt by some absolutely terrible effects

Gameplay

- Easy to get into, but the controls on the speedbike section are tiresome

Lifespan

- If you buy this game in the morning, you'd better make plans for the afternoon

The bottom line

"A decidedly average platform shoot 'em up with no surprises to offer. There are so many better games of the same type out there that you've absolutely no need to buy this"

■ Levels 5

■ Difficulty Medium

■ Continues None

■ Release date ... December

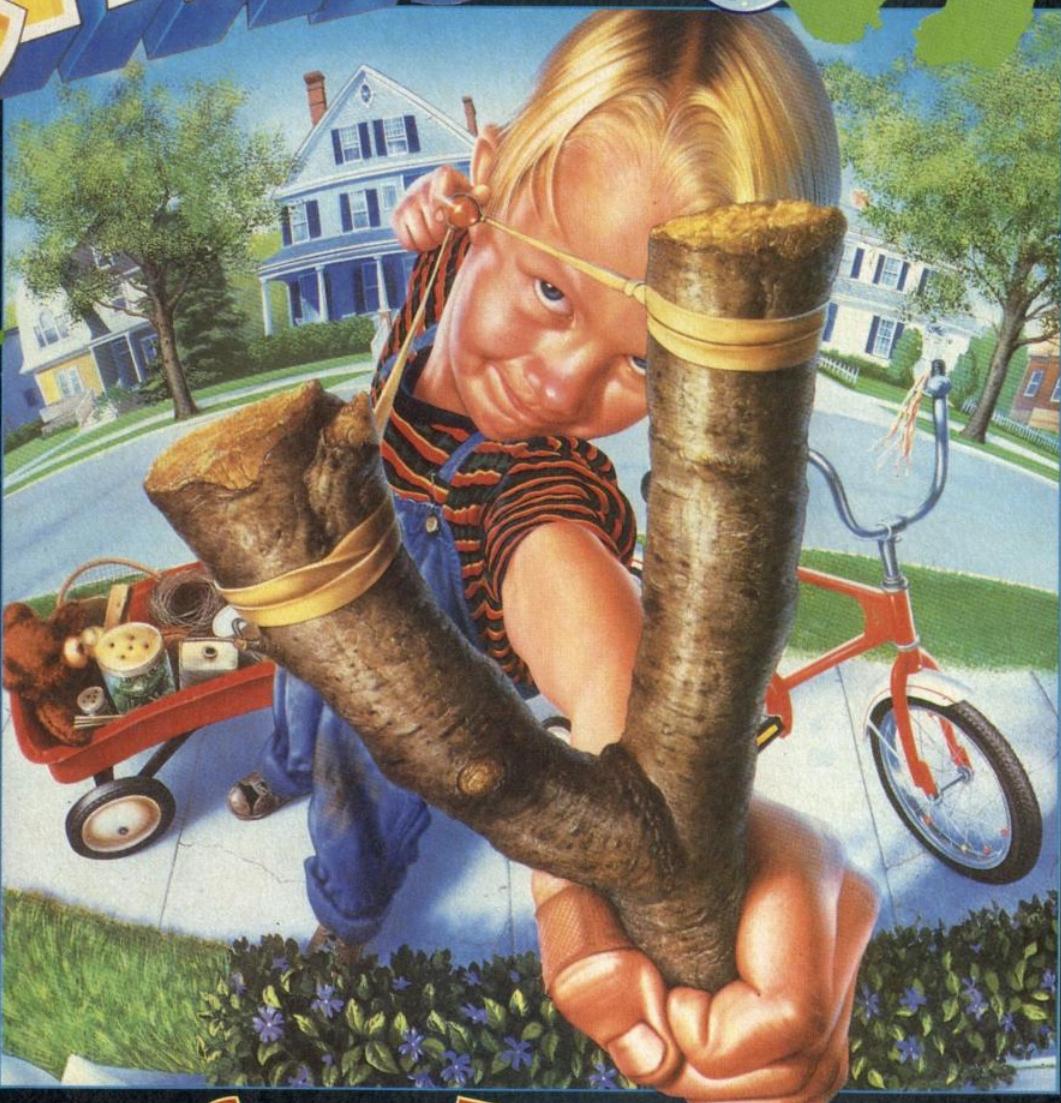
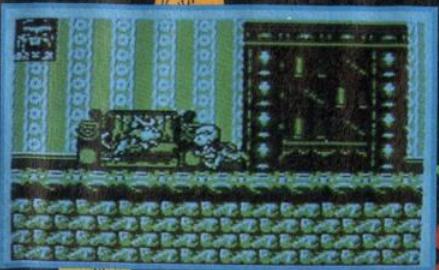
Final score

55%

Dennis™

TAKE YOUR
BEST SHOT!

For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling-shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...



IT'S TIME TO MESS THINGS UP A LITTLE!!!

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GAME BOY

SUPER NINTENDO

Nintendo

ENTERTAINMENT SYSTEM



From this screen you can alter team formation, check out the abilities of your players and make substitutions during a game.



The referee runs about with the players, just like in the real game. The good thing about Virtual Soccer, though, is that if he's not on screen you can foul like crazy.



It's Poland against, erm... Now, which country's flag is the one with two red bars and a white one in the middle?

VIRTUAL

For Super NES (1-2 players)

From Hudson Soft



Let's face it, the offside rule's a right pain in the butt. Still, it's realistic.



Chris Buxton has got two left feet and can't kick a football to save his life. So what better football game for a person with virtually no skill or talent than Virtual Soccer?

There are three types of football video game. There are the arcade ones like Super Soccer and Super Goal. There are the simulation games like Kick Off and Sensible Soccer. And there are the vintage comedy-duo ones like Morecambe And Wise's *Wahey! Offside, Little 'Ern!* Okay, so there are only two types of footy game – arcade and simulation. Virtual Soccer is unashamedly an arcade game.

FOOTIES
Looks wonderful. The crowd noises are great. The two-player game is good fun

Before I crack on with the review, I want to get a couple of things straight. I love playing a decent sports game and it seems that they succeed or fail on two things: control of the players and the view of the action. Virtual Soccer has not one but three different views of the action. There's a behind-the-goal, Mode 7 one (a bit like Striker), a side-on, TV-style one (also in Mode 7) and a top-down one (like the first one but without



Virtual Soccer has three different views to choose from, including this side-on one.

England Vs Scotland

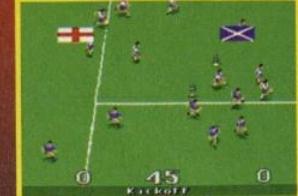
There's no love lost between the Scots and the English. Our North-Of-The-Border representative, Frank O'Connor, takes on Blighty's brave champion, Chris Buxton, in the biggest grudge match since Bannockburn.

CHRIS: 'Come on, you Scotch wimp. I'll 'ave you. ENG-GER-LAND, ENG-GER-LAND. Er... England.'



FRANK: 'It's "Scottish", you Southern loser. And just which country lost 2-0 to Holland. Eh? Eh?'

CHRIS: 'Ah, we'll see who's smiling at the end of 90 minutes, Jocko. Here we go, then, lads.'



FRANK: 'At least we haven't got a manager called Graham. (We just haven't got a manager.)'

CHRIS: 'Ah well, at least half my team don't have ginger hair. Or baffling regional accents.'



FRANK: 'No, your team's full of bright, highly articulate intellectuals like... Tony Adams.'

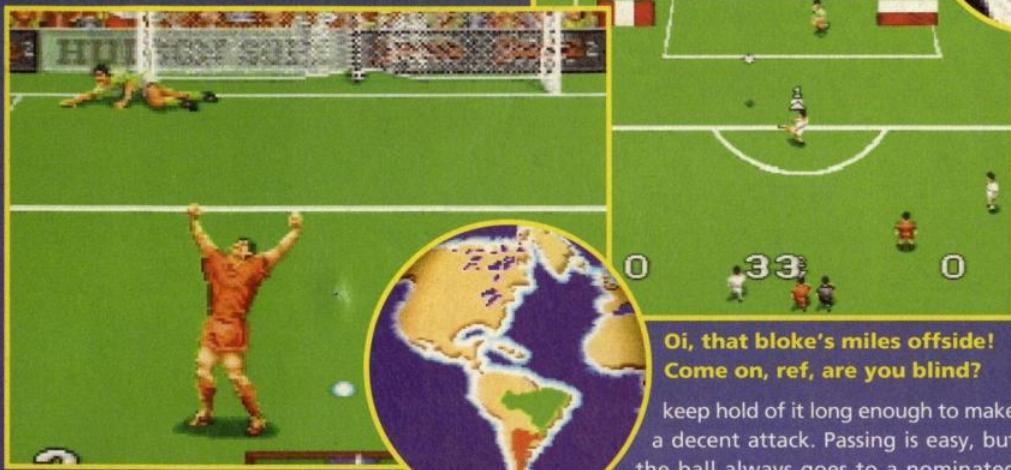
CHRIS: 'Hang on, we've started already. Ooooh, I've kicked the ball out. Throw-in to you, Frankie.'



FRANK: 'I'll give you ginger-haired. Catch this one in your face, you pale Anglo-Saxon Sassenach.'

SOCCER

Price £50



When you get a penalty the view switches to this TV-style close-up.

the Mode 7). The Striker-esque view is definitely the best – it shows you enough of the pitch to make passes but isn't so far away from the action that you lose all detail. The players are well-animated, too, with lots of moves to choose from, including a pass, a volley, a push, a sliding tackle and a good old boot up the park.

Yes, Virtual Soccer's graphics are unquestionably the best yet on any football game. The controls... Well, that's another matter. In the one-player game tackling's a real pain. It's very tough to get the ball off an opponent and even tougher to

FATTIES
No replays. An almost
unbeatable computer opponent. A
crap league and cup set-up

keep hold of it long enough to make a decent attack. Passing is easy, but the ball always goes to a nominated player and there's usually an opposing player in the way. There's not much subtlety in the kicks, either. Both passes and kicks only seem to go a set distance and the effect of swerving is minimal.

Play the game in two-player mode and it gets a lot better (probably because your opponent isn't as perfect as the computer) and actually becomes quite fun, if still a little limited in scope. My advice is basically to avoid this if you're going to be playing it on your own, but if you enjoy this sort of basic, arcade-style football and have a few mates to play against, it might be worth checking out.

CHRIS



CHRIS: 'Aha! I've got you now. Les Ferdinand, unmarked, in the clear, hits it on the volley... GOAL!'



FRANK: 'And don't think we've forgotten about Glencoe yet. Or all the oil you've pinched from us.'

CHRIS: 'So, one up and near the end of the first half, and England get a corner. Oh, the tension.'



FRANK: 'Or all our lovely whisky. Or television (which we invented). Or our scrummy shortbread.'

CHRIS: 'It's getting close to the end of the second half and the English have forced a free kick.'



FRANK: 'And Taggart. And Sean Connery. And we've got the highest mountains in Britain.'

CHRIS: 'What will it be: a curving shot around the wall or a well-worked training-ground combo?'



FRANK: 'Then again, we did get to inflict Sheena Easton on you. And John Gordon Sinclair.'

ANALYSIS

Peru

	Goals	Shots on goal	Own goals	Possession	Territories	Penalties	Corners	Throw-ins
Offsides	1	1	0	25%	41%	0	0	0
Fouls	0	0	0	0	0	0	0	0
Yellow cards	0	0	0	0	0	0	0	0
Red cards	0	0	0	0	0	0	0	0
Substitutes	0	0	0	0	0	0	0	0

Poland

	Goals	Shots on goal	Own goals	Possession	Territories	Penalties	Corners	Throw-ins
Offsides	0	0	0	0	0	0	0	0
Fouls	0	0	0	0	0	0	0	0
Yellow cards	0	0	0	0	0	0	0	0
Red cards	0	0	0	0	0	0	0	0
Substitutes	0	0	0	0	0	0	0	0

At the end of every half and of every match there's a full rundown of the stats – shots on goal, fouls, possession and so on. You can call it up at any time during a game.

Virtual Soccer

Looks

- Excellent Mode 7 pitch. The players look good and move well too

Sounds

- Good crowd effects, with different chants and tunes for each country

Gameplay

- Basic arcade football. Fun enough but a real pain in one-player mode

Lifespan

- The cup and league aren't up to much and even two-player games are limited

The bottom line

"Basic game with little finesse and an impossible one-player mode. If you want a good footy sim (and a great game) go for Striker or wait for Sensible Soccer"

■ Levels	2
■ Difficulty	Medium
■ Continues	None
■ Release date ..	Out now

Final score

68%

CHRIS: 'Aha! I've got you now. Les Ferdinand, unmarked, in the clear, hits it on the volley... GOAL!'



CHRIS: 'So, one up and near the end of the first half, and England get a corner. Oh, the tension.'



FRANK: 'Or all our lovely whisky. Or television (which we invented). Or our scrummy shortbread.'

CHRIS: 'It's getting close to the end of the second half and the English have forced a free kick.'



FRANK: 'And Taggart. And Sean Connery. And we've got the highest mountains in Britain.'

CHRIS: 'What will it be: a curving shot around the wall or a well-worked training-ground combo?'



FRANK: 'Then again, we did get to inflict Sheena Easton on you. And John Gordon Sinclair.'

CHRIS: 'He shoots and it's there! Two-nil! Er, Frank, what on earth are you wittering on about?'



FRANK: 'And that Donald "Where's yur troosers" bloke, and the... Hoots! It's 2-0. I've lost! Doh!'

Luke goes skywalking

If you're finding Super Empire Strikes Back a bit daunting, here's a useful

TOTAL! TACTIX

little tip that'll let you grab a whole bucket-load of extra lives. Hurrah!



On Hoth, soon after you've got the Tauntaun, dismount here (the second big crevice) and step off the edge onto an invisible platform, as shown.



You can drop down onto a lower set of platforms. Shoot, and two extra lives and power-ups appear. Die and repeat this trick to build up a stack of lives.



Just like in the film, Luke has to take out the Imperial walkers. Unlike in the film, he has to climb up on top of them and deflect their lasers back at their heads in order to defeat them.



Chris Buxton certainly has a Dark Side. He once used to press wild flowers.

The Empire Strikes Back – you've seen it, I've seen it, south-east Asian tribes that have just made contact with civilisation have seen it, so I'm not going to waste valuable words describing the plot. I'll just say that it's the one with the sad ending and the small, wizened creature with the funny voice. (like your date last night – FRANK).

▲ **LUKES** ▲
Superb sounds, with the music lifted straight from the movie. Challenging gameplay and lots of huge levels

Okay, Luke, why don't you use The Force? Just try and locate a small, friendly robot...

The game follows the story of the film, starting with Luke riding around the icy wastes of Hoth and climaxing on Cloud City. Most of the time it's platforms all the way but there are a few 3D and 2D flying scenes to break things up.

My major gripe about Super Empire Strikes Back is that it's almost absolutely identical to its

SUPER EMPIRE STRIKES BACK

For Super NES (1 players)

From JVC

Price £??



At the end of the game, deep in the heart of Cloud City, Luke fights Imperial bikers.



In the best pantomime tradition, Han Solo shouts, 'Behind you!' before blasting.



Before he can land on Cloud City, Luke has to defeat these twin-engined patrol ships.

predecessor, Super Star Wars: the same repetitive platform gameplay, the same seemingly endless levels and the same weak flying sections. The platform levels all have the same basic format – the backgrounds and platforms are themed to suit whatever point you've reached in the plot of the film, as are the enemies. Once you've ploughed through each linear level you'll

reach an enormous enemy. Who's usually rather crap.

Despite my whingeing, though, I don't want anyone to get the wrong idea about this game. It is very similar to Super Star Wars and the action does get repetitive, but it's still big and challenging

and the graphics and sound are luscious. It's just not very original. CHRIS

T!

PUKES
The levels are far too samey
and it all gets very repetitive.
Restart points are few
and far between



Take off in the snowspeeder and attack the probots.



After the probots, it's on to the small AT-ST walkers.



And then it's on to the big boys – the AT-AT walkers.

RIKS BACK



Super Empire Strikes Back

Looks

- Quite basic platform levels, all drawn from the film. Some appalling bosses

Sounds

- It seems like the whole film score is here – magnificent! And the FX are great, too

Gameplay

- Honest-to-goodness platform blasting action. Bit repetitive, though

Lifespan

- A giant game, with adjustable difficulty levels. It should last a while

The bottom line

"Empire Strikes Back? Emperor's New Clothes, more like. This game's just a re-run of Super Star Wars. It's bigger but has exactly the same platform gameplay"

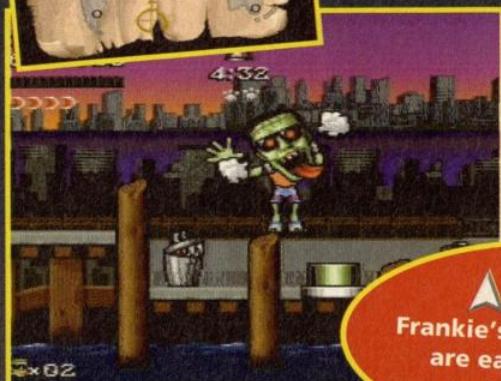
- | | |
|----------------|----------------|
| ■ Levels | 20 |
| ■ Difficulty | ... Adjustable |
| ■ Continues | 3 |
| ■ Release date | December |

Final score

79%



These are all the places you've got to visit (the red lines indicate the ones available).



Frankie gets hit one time too many. He's not amused.



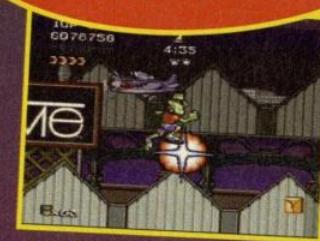
Frank meets Dr Franken. You have to admit, there's a remarkable family resemblance.

Women, huh? Useless creatures. So useless, in fact, that Dr Franken's girlfriend, Bitsy, has gone completely to pieces. In, er, rather a big way, actually – bits of her are now spread all around the world.

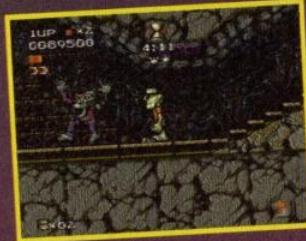
Frankie has decided to put her back together again. What a nice bloke. But to do it he's got to complete 20 levels set in different places across the



Oh, bum! This level's a bit hot – stick to the platforms.

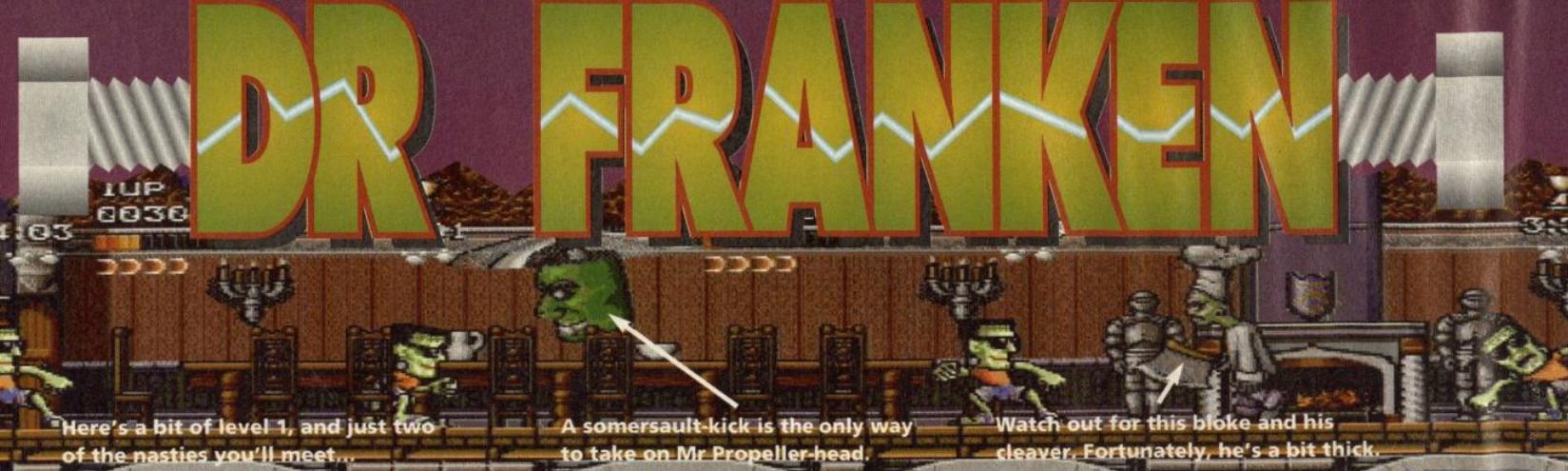


Bombs are not terribly good news. Avoid them.



Strange. What's Chris Buxton doing in this game?

For Super NES (1-2 players)



Here's a bit of level 1, and just two of the nasties you'll meet...

Frankie's frantic antics

Frankie's a bit of an athlete, on the quiet. Here are just a few of his moves.



If in doubt, duck. It's a coward's way out, though.



Frankie's spectacular somersault kick is a killer.



This is a spin-kick, mid-spin (not a Highland Fling).



Ah, Frankie's special weapon – a radioactive tadpole.

globe, collecting both bits of Bitsy and assorted objects which will help him get to other levels.

Dr Franken is a pretty standard arcade

platform game. On the plus side,

the sprites are big and chunky. On the minus side, they're set against backgrounds that are sometimes less than brilliant. And the sprite animation is none too fabulous, either. Frankie moves and fights nicely, but the baddies aren't very impressive.

Each of the 20 levels is biggish and tricky – and you're up against a time limit, too. String them all together and you've got a huge game that's going to take you ages to finish, especially as there are no passwords (or continues), so to finish the game you'll have to play through every level in one sitting! And although they're tough at first, once you know how to beat them they're just irritating as hell.

The sound is good and the soundtrack has a

terrific floor-shaking bass line. Throw in Frankie's colourful taste in clobber and his general good-naturedness and you've got a decent, if frustrating, game, with a lot more good points than bad ones.

FRANK

T!

Dr Franken

Looks

- Variable. Some duff backgrounds and unexciting sprites. Otherwise, good

Sounds

- Loud and funky. Kind of Miami Vice meets The Munsters

Gameplay

- Good but flawed. The platform action is fun, but the lack of passwords is a killer

Lifespan

- If it doesn't drive you mad first, you'll be playing it for weeks

The bottom line

"Dr Franken starts off duff-looking but gets funkier as you progress.

However, with no passwords/continues, how many times can you face playing those early levels?"

■ Levels

20

■ Difficulty

Hard

■ Continues

None

■ Release date

December

Final score

70%

Price £45

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HAND-HELD HEAVEN

pinball DREAMS

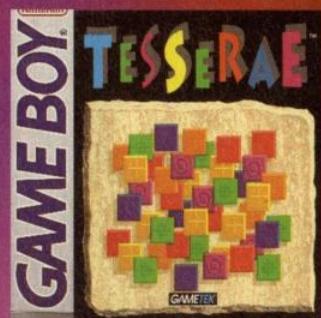
Brilliant - Amazing - Lightning Fast Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.



TESSERAE

"Easy to play, but difficult to master", Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.

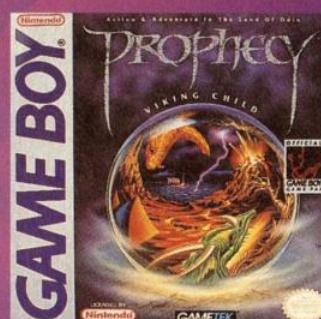


PROPHETY

VIKING CHILD

Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.



the HUMANS

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.



Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

With Gametek's Humans the only missing link is you!!

Dodge the discs from the gramophone.

These MFI kitchens are a bit shoddy. Just look at that tiling.

Beware the rogue gas cooker.

Shimmy up the trellis mug rack and climb on the stove.

DENNIS

For Super NES (1 player)



James isn't much of a menace, but he does have some rather offensive ginger hair.

Picture the scene. A team of top programmers, artists and creative types gathers at Ocean's offices to discuss the development of Dennis. A voice pipes up: 'Hey, I've just had a brilliant idea. Why don't we make a platform game?' Everyone cheers and goes for lunch.



Chase the cart, but watch out for that demolition ball.



This is Dennis's home turf. I wonder where the McDonald's is.

From Ocean

Price £45

And so another platform licence is born. Dennis is based on the film about a wholesome little scamp with a yen for making innocent mischief, which was itself based on an American cartoon strip. It's got absolutely no connection with that stripy-shirted juvenile delinquent from The Beano (more's the pity).

The game starts off in a chocolate-box suburban house, where Dennis has to avoid obstacles and collect big gold coins. After collecting all the coins in the house, the little tyke can escape into The Park, where he has to avoid more obstacles and collect more gold coins. The third stage has Dennis standing on a chariot, being dragged by a ginger dog. You have to keep up with the scrolling screen and jump to avoid obstacles. And collect some more coins.

As you may have gathered, Dennis is not a game that will go down in history on account of the variety of its gameplay. Not only that, but the seemingly random way that some platforms will support

DENNISES
Challenging gameplay and some beautifully detailed graphics

MENACES
Yet another tiresomely unoriginal platform game. Why do they bother?

Dennis has just jumped on a blue switch and created a tree bridge. Smart.

you and others are just part of the background is very frustrating. Also, apart from the odd switch, jack-in-the-box and disappearing platform, there's very little interaction to be had with the scenery.

If cats can bounce up and down on the bed, why can't Dennis?

The music is decent enough, and there is some good sampled speech, if a bawling American kid screaming

'Meester Wheelson' is what you're looking for. Most of the game is graphically pleasing, with the bonus of an enormous Walter Matthau sprite who gives chase and carries you off when he catches you.

Unfortunately, though, much of the collision detection is pretty abominable. Dennis is quite fun, but

the concept is unimaginative and the gameplay is too linear. There are a few nice touches, but they're wasted on such an unoriginal game. And there's not a slipping in sight.

JAMES



Dennis

Looks

- Okay graphics, with detailed backdrops, marred by dodgy collision detection

Sounds

- Some flash samples and jolly tunes which, sadly, can't be turned off

Gameplay

- Starts off very tricky, but does get easier. The controls aren't particularly responsive

Lifespan

- Once you've completed a level it's unlikely you'll ever want to play it again

The bottom line

"A platform game has to be really special to deserve a decent mark these days. Dennis is remarkably unspecial. It's not a bad game, exactly – it's just far too unoriginal"

■ Levels	Oodles
■ Difficulty	Medium
■ Continues	3
■ Release date	Out now

Final score
65%

TO BE THIS

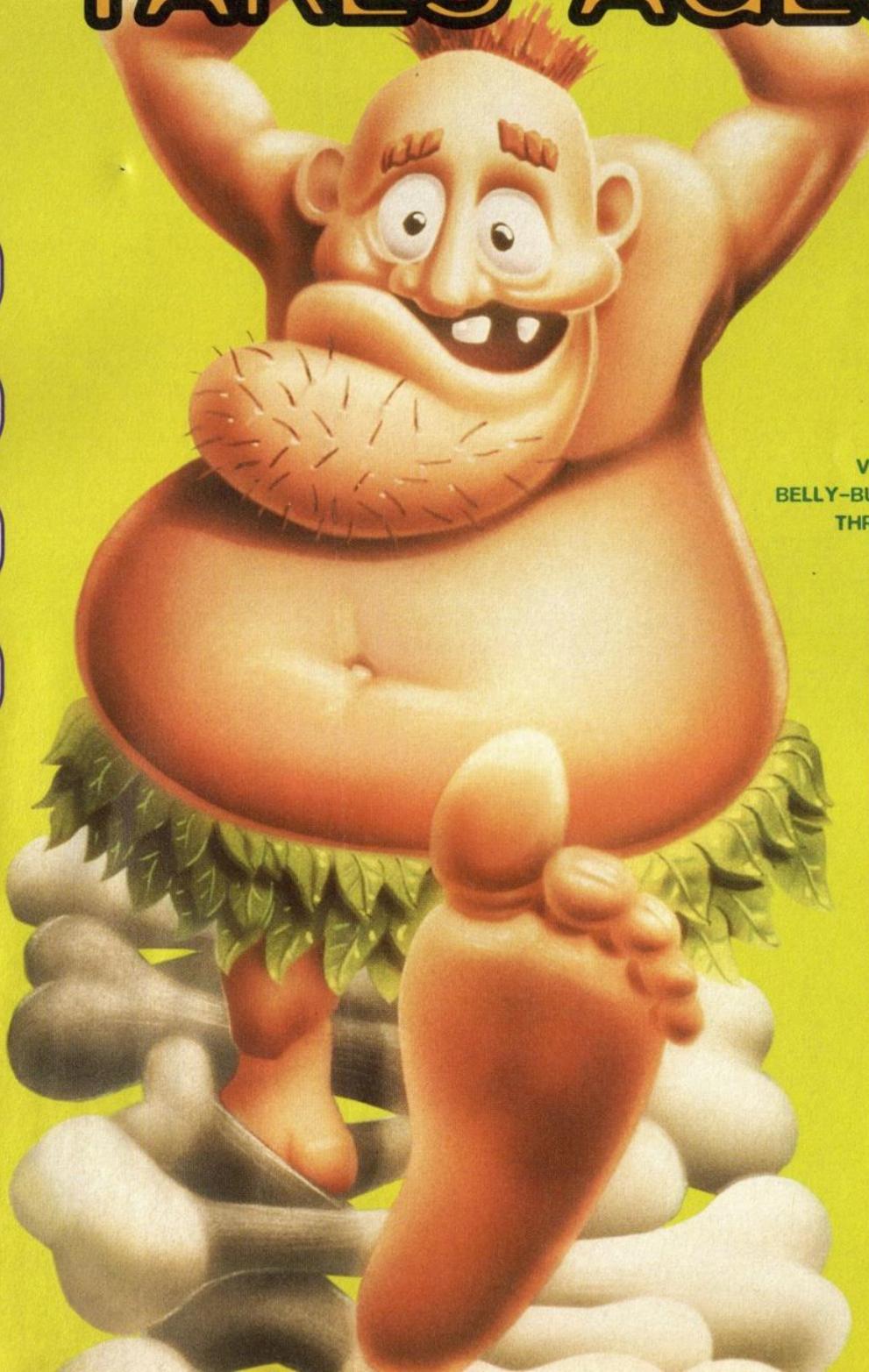


TAKES AGES

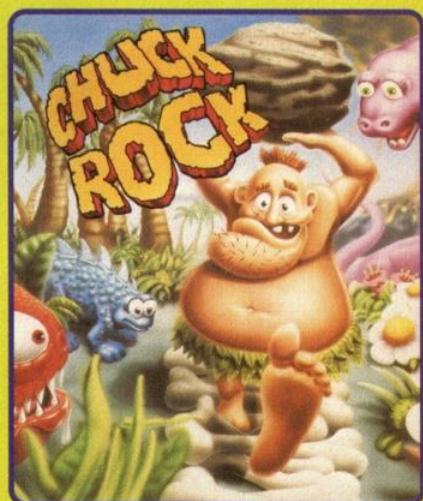


89%

NMS



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This convincing bat-type thing has just massacred half my group. I knew I should have just run away.

For Super NES (1 player)



James Binns finds a lot of role-playing but not much might or magic in this old-school RPG which conjures up memories of the bad old D&D days.

BLAGGERS
Graphically worthless. Lame gameplay. No control in the fight sequences

Now, I'm pretty certain there weren't any babes, er, beautiful young ladies like this in the game. A bit of a shame, I'm sure you'll agree.

James Binns finds a lot of role-playing but not much might or magic in this old-school RPG which conjures up memories of the bad old D&D days.

Might And Magic 2 was originally released in 1988 for the PC. Now it's finally arrived on the home console market. Was it worth the wait?

MM2 is the usual RPG romp in which you have to wander around bashing baddies and collecting spells. You control a team of characters, consisting of hermits, knights, orcs and various other fantasy favourites. Check out the strengths of the preset characters or roll the electronic dice and create your own.

The game world is huge, but the gameplay never varies enough to make you feel anything of consequence is happening. The token graphics in the 3D window are outdated and jerky – it's best to stick to the on-screen map to navigate. The most interesting moments come when other characters pop up to give advice, sell you stuff, or, more often than not, attack you.

Fighting enemies brings back tedious memories of dice-rolling from the sharp-pencil school of role-playing, with lots of slow, drawn-out attacks where you've got no control over the action and are



Completely pointless and tiresome dice-based combat.



More fantastically dull fighting. Go on, 'ave 'im (yawn).

usually hopelessly outnumbered by hordes of zombies or whatever.

If you're not an RPG fan, the fighting routines and the lack of pace will appal you. Stick to Zelda or The Lost Vikings if you want some action with your fantasy. **JAMES**

To



A winged, talking white horse from the RPG cliché stable. Hoo-ray for fantasy!

From Elite

Price £45



Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 11
Round: 1

Sir Falgar 10 Cassandra 1
Terwin III 10 James 11
Sure Valla 10
Gene Eric 11



Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 13
Round: 1

Sir Falgar 10 Cassandra 11
Terwin III 10 James 11
Sure Valla 11
Gene Eric 11

Might & Magic 2

Looks

- Dire 3D mazes, just like on my old ZX81. Laughable character animation

Sounds

- Some reasonably orchestral tunes, but no effects that really stretch the Super NES

Gameplay

- Not very user-friendly, with limited control, particularly during fights

Lifespan

- When you get into it, there's probably plenty to do and see. If you can stick with it

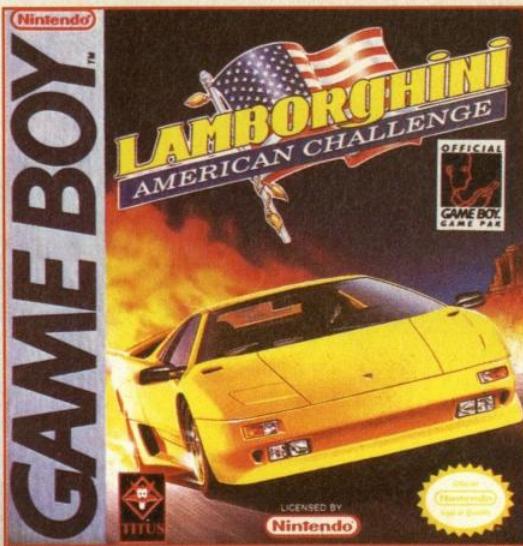
The bottom line

"Outdated gameplay, disposable graphics and an absence of excitement. Dungeons & Dragons fans will probably like it but normal folks will find it a bore"

- Levels One big one
- Difficulty Average
- Continues Infinite
- Release date December

Final score
60%

ILLEGAL RACING, COPS AND GAMBLING



91% - TOTAL "It's a brilliant racer..."

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION "Instantly playable. Fast, furious fun"



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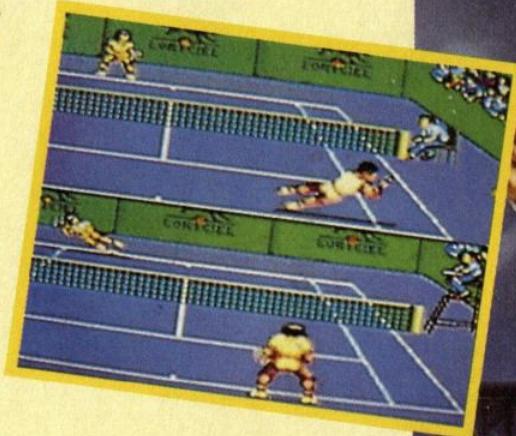


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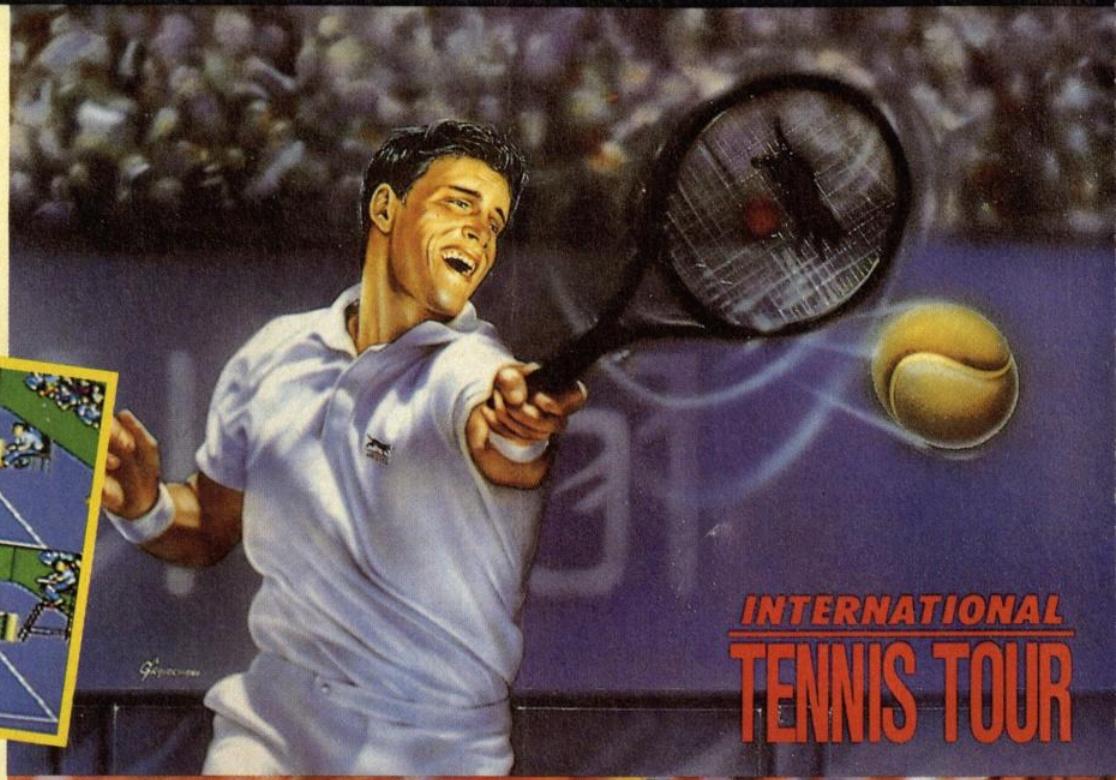
Available
October
1993



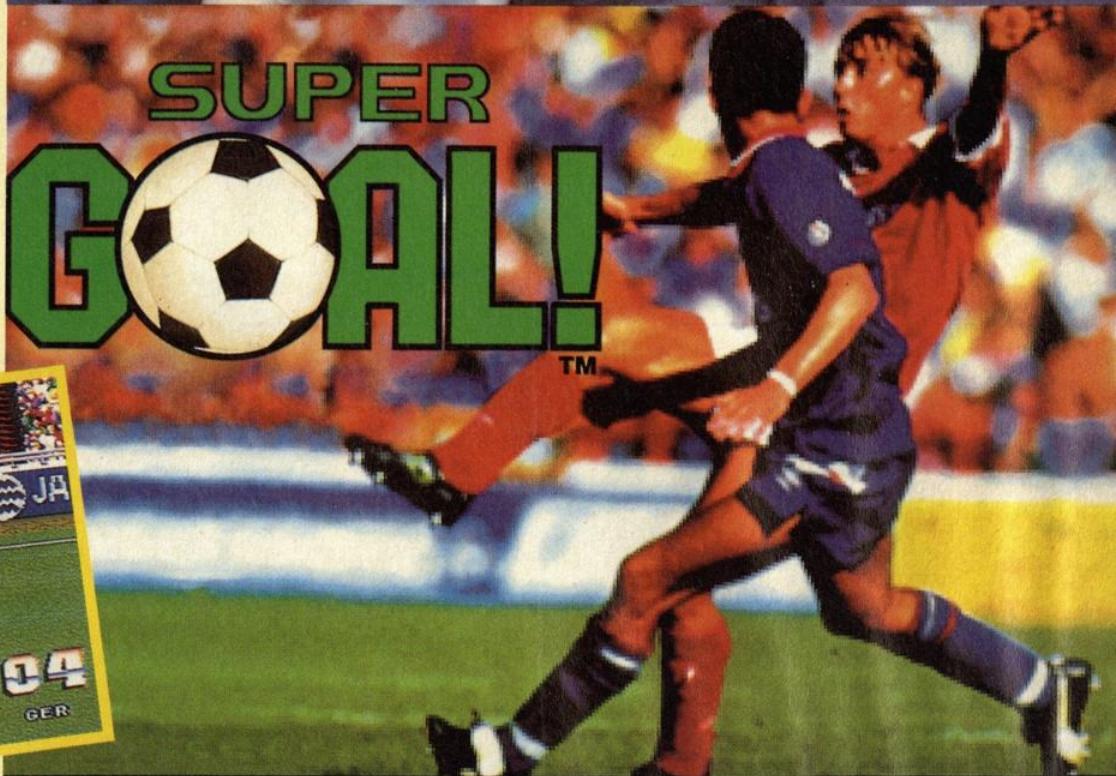
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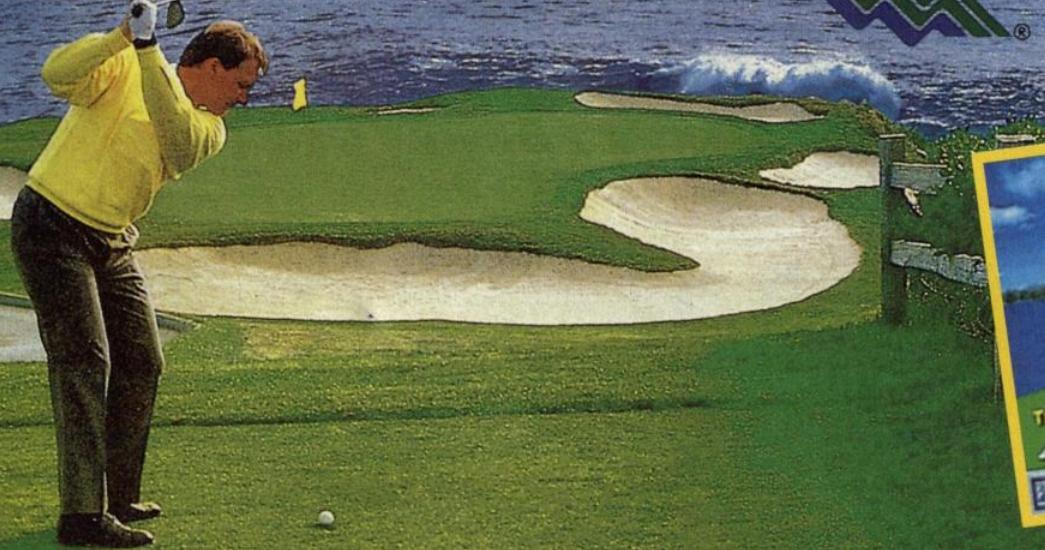
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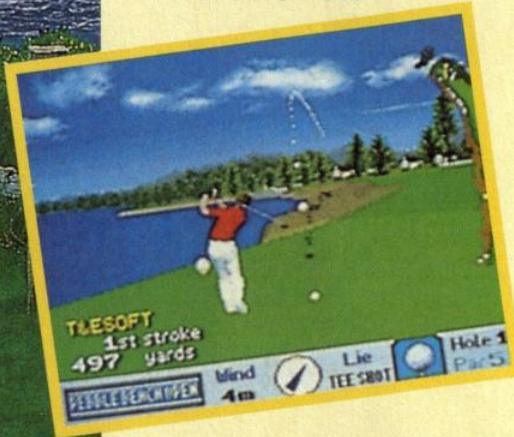
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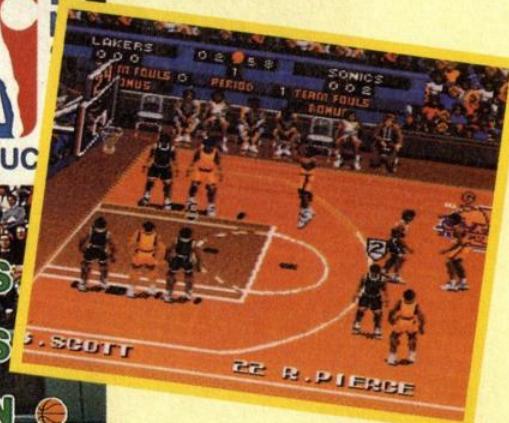
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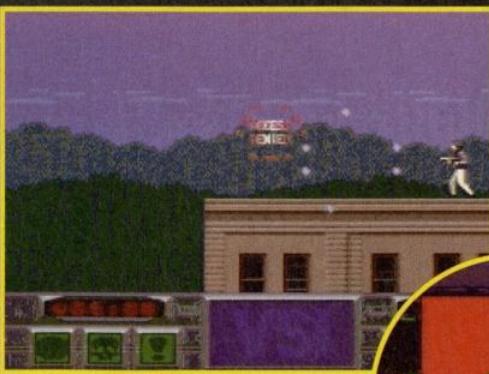
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*Four great sports games.
For great sports action.*

BANDAI

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Shoot the portal in order to gain access to the mainframe.



Try to stay between the coloured dots or you'll crash.



This is Jobe - he's retarded you know. (He sure can mow a lawn, though.)



This section scrolls vertically and you simply blast everything you see.

Lawnmower Man, the film, came out ages ago, and it wowed everyone with its spectacular computer graphics. Everyone thought a game based on the film would be a bit special, and now it's finally appeared. So how does it shape up?

Well, the plot is all over the place. This is largely due to the fact that the game is actually based on two movies, *Lawnmower Man 1* and *Lawnmower*



For Super NES (1-2 players)

The tale of a retard who achieves great power thanks to computer technology is appropriately reviewed by Frank O'Connor.

Man 2. Never heard of *Lawnmower Man 2*? That's because it's not even finished yet. As you can imagine, this is rather confusing.

You control one of two people (or both in two-player mode): Dr Angelo and a blonde girl who didn't appear in

the first movie. Both characters are armed to the teeth and very athletic. Your first task is to blast through some scrolling platform-based landscapes,

trying to find input/output ports. These are big floating portals in the sky which give you access to the smart 3D levels which make up the meat of the game. You fly through these levels, either navigating an assault course or blasting baddies.

The final objective is to get into a huge computer system and do battle with Jobe (the *Lawnmower Man* of the title), who has trans-

Pot shots and tin men

On some of the 3D sections you're armed with a huge gun with which to blast the nasty robot scum. You zoom through the surreal landscape, dodging obstacles and soaring over walls, but stop dead when you arrive at a fortress. Robots then peer over the walls and take pot shots at you.

Your task is to blast the robots into kingdom come, which is easier said than done. Your hero has a terrible momentum problem and you tend to miss almost every robot you shoot at. It all comes down to timing and anticipation of where the robots are going to appear next. Once you've destroyed five robots, you can move on to the next fortress, still dodging bits of landscape.

LAWNS
Some unbelievable use of
Mode 7. Great tunes. Masses of
huge levels



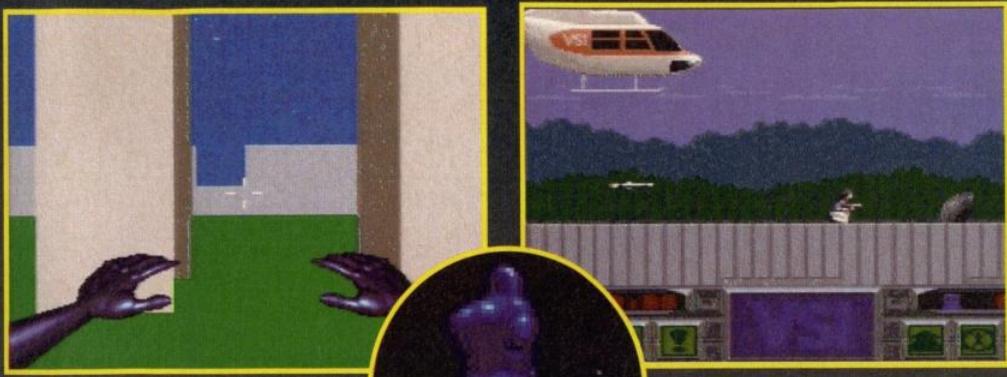
Use your massive gun to waste the robots as they pop their heads up.



Timing is the key here. Anticipate where the next robot will appear or you'll miss.



This is the penultimate level. Strap yourself into one of those round contraptions and prepare to battle Jobe. Eek!



These narrow gaps are typical of the 3D sections.

Not only can you shoot the chopper but you can fly it too.

LAWNMOWER MAN

From Storm

formed himself into an omnipotent super-being. As you may have guessed, he's a bit hard. Just getting to him will take quite some doing, but actually finishing him off is next to impossible. Still, you've got to laugh, eh?

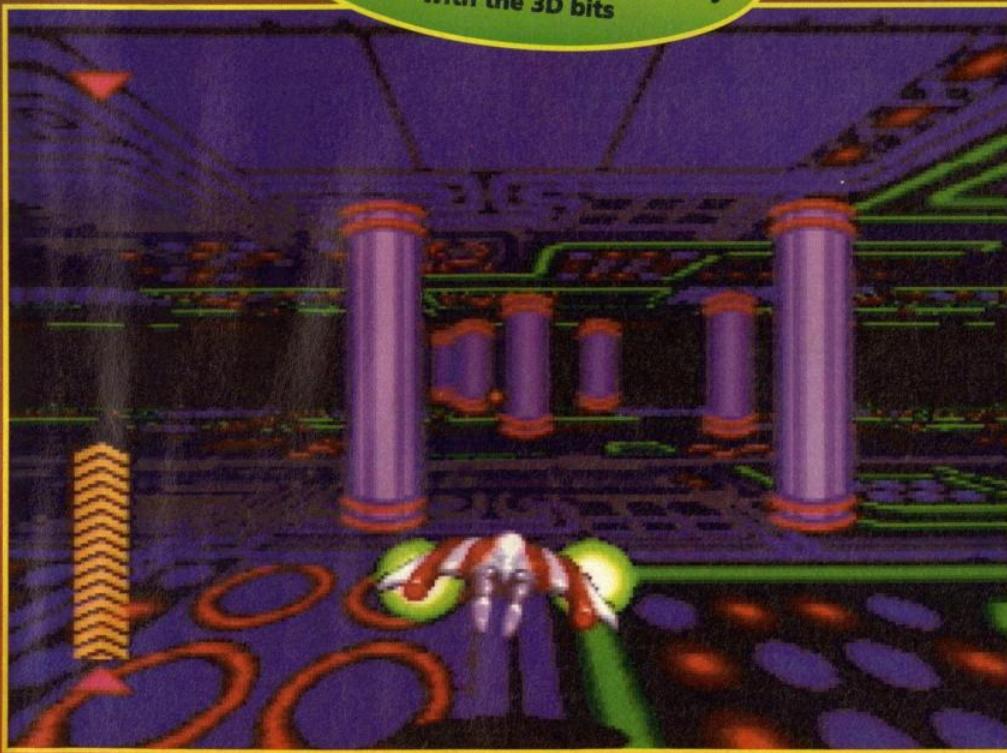
The graphics on the platform sections are well drawn and animated, but they lack any colour detail or imagination and just end up looking very odd.

YAWNS
Very loosely strung together –
the platform sequences gel badly
with the 3D bits

Price £45

The 3D sections, however, look utterly stunning, with near-perfect movement and jaw-dropping effects. Although it looks as if the 3D is done with polygons, it's not. Storm won't say how it's done, but we reckon it's made up of parallax layers of

Mode 7. Anyway, it's all big, chunky, slick and generally brilliant. There are also loads of lovely digitised movie pics, and the music ain't bad, either.



Dodge the pillars and blast the oncoming, er, pillars. Watch out for hidden surprises.

Playing by numbers

At certain points in the game the emphasis shifts from frantic blasting and flying to a bit of brain teasing. You're presented with a panel showing different shapes or numbers and you have to shift a few of them around in order to complete a logic puzzle. (It's a bit like that Mensa test you see in newspapers all the time where they ask you to find a common factor.) Once you've figured what the first number or shape is, the rest of them are easy.



This IQ test was far too tricky for me and my brain exploded. It blimmin' well hurt, too.

Lawnmower Man has loads of nice ideas, none of which is exploited properly. The programming is superb, but it's let down by the general mediocrity of the gameplay. A sequel is on the way, so let's hope the programmers learn something from this.

FRANK

T!

Lawnmower Man

Looks

- The platform sections are nice enough but look terrible compared to the 3D bits

Sounds

- Both the tunes and effects are competent but unremarkable

Gameplay

- Nice and jolly but often too difficult, and the platform sequences are tedious

Lifespan

- A vast and challenging game, but it may prove annoying in the short term

The bottom line

"A potentially superb but ultimately badly flawed game, with interesting graphics but an odd mixture of genres which don't hang together very well"

■ Levels	30+
■ Difficulty	Hard
■ Continues	3
■ Release date December	

Final score
79%



Plok gets a big hand (hee, hee) from an end-of-level boss.

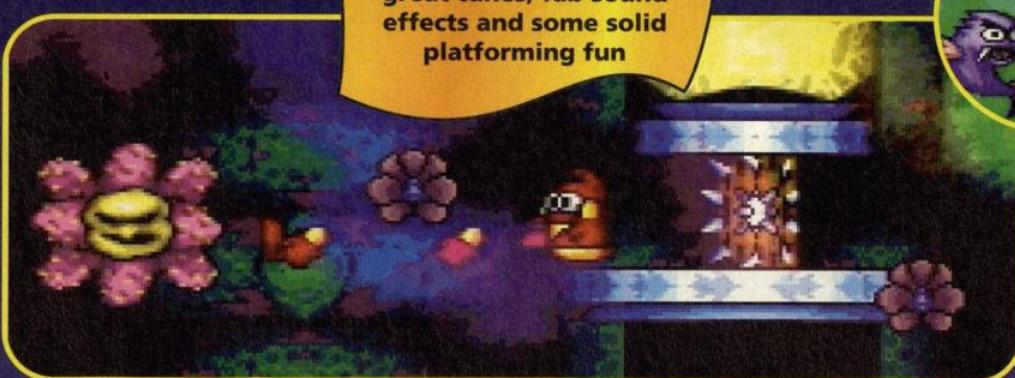


Plok has bulging eyes, silly clothes and no hair. And so has Frank. Funny, that.

What the hell is Plok, that's what I'd like to know. He's ugly, that's for sure, but apart from that he defies all attempts at classification. The only way I can describe him is as a sort of robotic elf with his hat pulled down over his head. Anyway, whatever he is, he's the star of this game, and that's all you need to know.

Strange as Plok looks, his main method of attack is even stranger: he throws his arms and legs at the bad guys. This all sets the scene for one of the weirdest games you'll ever set eyes on. Plok has to defeat the evil Flea Queen (a giant, fat flea) and recover his valuable flags. To do this, he has

PLOKS
Imaginative graphics, great tunes, fab sound effects and some solid platforming fun



The graphical presentation of Plok is beyond reproach. With this kind of talent at Nintendo's disposal, we can look forward to some superb games in the future.



Check out the crazy backgrounds and the insane sprites. Aaaaaargh!

Plok has a spot of bother with a unicycle and a funny red helmet.

PLOK



Running through the caverns at high speed is not a good idea.

For Super NES (1 player)

to run, jump and blast his way through a heavily surreal kingdom (or queendom, if you want to be pedantic). It's like Sonic The Hedgehog in many respects.

As you race through the levels, you're confronted by all manner of crazy creatures. Most of these can be blasted out of the way with ease, but some can't be killed and have to be avoided. Plok starts off armed with his own limbs, but can power up his arsenal by collecting suits. These endow him with a shotgun, rockets, a flamethrower and other, less sensible, weapons.

The gameplay starts off simple and gets more complicated the further you progress. Although the early levels just require basic platform skills,

PLOPS
It's yet another platform game. The repetitive nature of the gameplay may put you off

From Nintendo

Price £40

on the later ones you have to drive vehicles, choose the correct power-ups and open locked doors. This is where the game really starts to get interesting. On some levels you'll be scratching your head for hours trying to figure out what to do next. This can get frustrating, but it's better for a game to be too hard than too easy.

Graphically, Plok is something of a treat. The surreal backdrops and sprites are some of the best ever seen on a Super NES and will certainly make jaws drop. The music is fantastic, too. In fact, it's utterly, utterly brilliant. It's almost worth buying the game just to hear the blues intro music

All in all, this is a fabulously presented platformer. It may get repetitive after a while, but apart from that it's not too shabby at all. **FRANK**

T!

PLOK

Looks

- Wonderful animation, outlandish backgrounds and some well weird sprites

Sounds

- Great tunes and some very suitable and mighty amusing sound effects

Gameplay

- All the usual platform stuff, with very responsive and pleasing controls

Lifespan

- Although the game is very big, you may find it a wee bit dull after a while

The bottom line

"A fabulous-looking but ultimately limited platformer which makes up for in charm what it lacks in depth of gameplay. A game with that elusive feelgood factor"

■ Levels	Loads
■ Difficulty	Medium
■ Continues	Infinite
■ Release date	December	

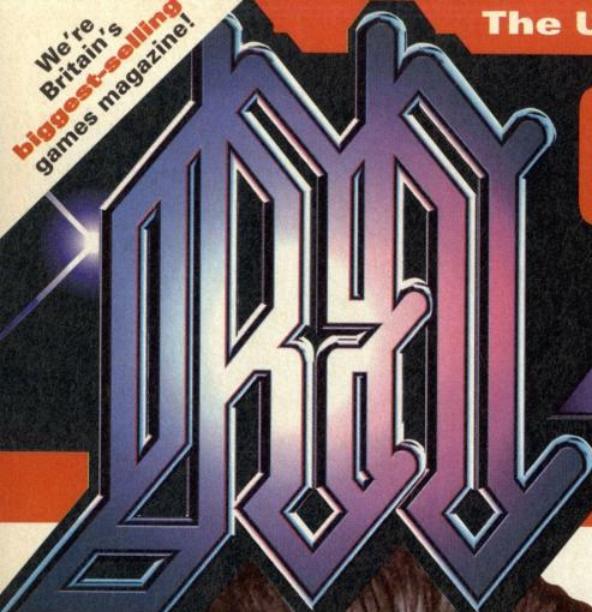
Final score
80%

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Frenetic frontman interviewed
See page 32

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WORLD HEROES

For Super NES (1-2 players)



James reckons he's tough enough to take on the world's hardest fighters. We don't.

Now, if you had invented a time machine, what would you do with it? Try to avert a war? Go back and meet Socrates? Find out who was going to win next year's Derby? No, of course you'd get one of your hard mates round and send him through time and space, beating up anyone who reckoned themselves, to find out who was 'ardest.

Well, that's the storyline of World Heroes. You get to control one of nine fighters and have to travel through the ages, taking on all comers. Once you've fought the other eight characters in the game, you take on the boss, the Terminator-like Geegus, who can morph into any of the other players.

The action takes place against some fairly standard and uninspiring backgrounds. The sprites look fine, but they move far too jerkily, with shocking slowdown and some dodgy collision detection. The sound is poor, too, with a few incoherent speech samples and horrific music, which you can't switch off.

▲ HEROES ▲

Some smart sprites. Nine different fighters, with loads of special moves. Um, two people can play

I strongly recommend that you stay away from the easy levels if you fancy a challenge. On my first ever game I waded through all the fighters, defeated Geegus and completed the whole thing! Now, that's what I call easy! There is a two-player option, though, which lets you and a mate play any character, including identical fighters, which gives the game a slightly longer lifespan.

World Heroes has some redeeming features but is ultimately disappointing. The inclusion of Death Matches – where you can fight in arenas with spiked walls, mines, flaming ropes or electricity cables around them – is a good idea, but this doesn't have

the graphics of Mortal Kombat nor the sheer thrill and playability of SFII.

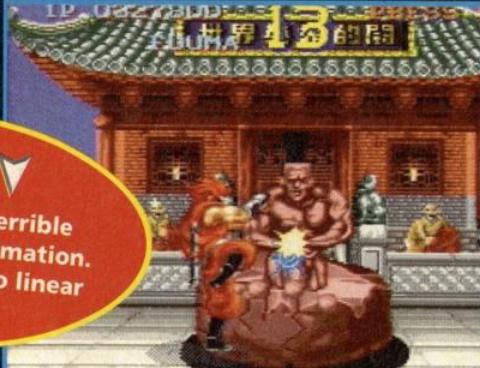
I wouldn't give it house room. JAMES



▼ ZEROS ▼

Dodgy controls, terrible sound and jerky animation. The gameplay is too linear and limited

In the bonus section you sculpt a statue by kicking in a rock. Hmm.



Fiery death occurs during a top wrestle-fest. Should have worn asbestos pants.

World Heroes

Looks

- Not bad, but the backdrops are crap and the sprites aren't smooth enough

Sounds

- Diabolically monotonous music. Useless, incoherent samples

Gameplay

- You never really feel like you're in control of a lean, mean killing machine

Lifespan

- It's too easy to beat all the baddies. Slightly more exciting in two-player mode

The bottom line

"A beat 'em up which doesn't even come close to Street Fighter, or even Mortal Kombat. This has no chance of succeeding against such tough competition"

■ Levels	9
■ Difficulty	Medium
■ Continues	3
■ Release date	December

Final score

55%

My name's James and I'm glad to be ginger!

Right, I've had enough of having the mickey taken out of me for having ginger hair. I'm feeling mean!



For a start, my hair's red, not ginger.



Oh dear, I seem to have been squashed.



Now, that's more like it. Take that!



Mmmf! I'm winded! Hey, lay off, will you!



That'll teach you to call me names, Frank!



Aaah! The fire monster from Mario World is on the attack. It's your job to make sure that little Mario doesn't get anywhere near it.

That's Mario in the middle, with the large barrel on his head. He has to bounce up to the next platform, edging closer to Luigi and safety.

MARIO & WARIO

For Super NES + mouse (1 player)

From Nintendo

Price £40



Wario keeps dropping hats on Mario. The fiend. Frank goes to the rescue.

Wario is Mario's arch-enemy. His idea of extreme nastiness is to drop hats on Mario's head. Mario can't see as long as the over-sized headgear is stuck on his bonce, so he just wanders around helplessly.

Mario & Wario is a bit like Lemmings. You control a fairy and have to guide Mario safely to the waiting arms of Luigi. Using the

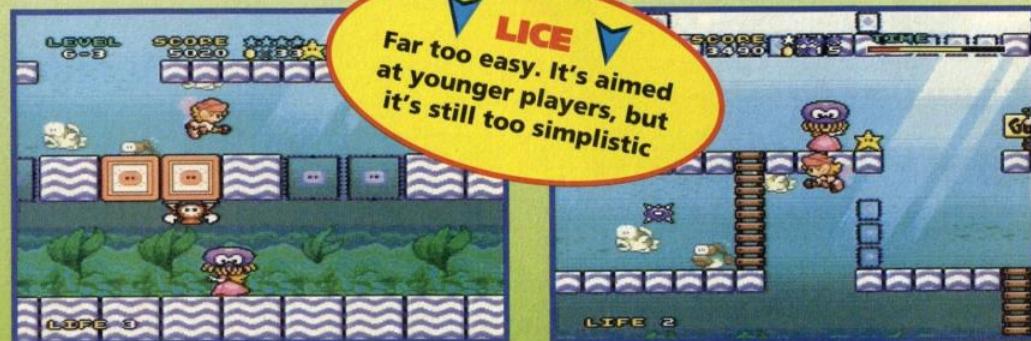
Super NES mouse, you can change the direction Mario walks and destroy or create blocks. Mario climbs ladders automatically and falls down holes if you don't stop him. There are power-ups to collect and nasty critters to deal with, but the basic gameplay doesn't change.

The graphics are fab, the sound is excellent and the mouse works perfectly, but it's all far too simple. An experienced games player should complete this first time. Shame, really, because this had the makings of a classic. Small kids may like it, but adults will soon grow bored.

FRANK



LICE
Far too easy. It's aimed at younger players, but it's still too simplistic



Princess Daisy is easy to save, because she's very, very slow (a bit like James).

Princess Daisy could end up smelling of fish if she's not careful.

Mario & Wario

Looks

- Superlative cartoon graphics and animation, but lacks variety in places

Sounds

- Crazy Mario-style tunes and amusing sound effects drive the game along

Gameplay

- Virtually faultless. It grabs you by the throat and keeps you playing for hours...

Lifespan

- ... But that's exactly how long it takes to complete - a few short hours

The bottom line

"Potentially world-beating stuff, but let down badly by an incredibly low difficulty grading. Its simplistic strategy gameplay may keep small children amused, though"

■ Levels	Loads
■ Difficulty	Easy-peasy
■ Continues	Infinite
■ Release date	December	

**Final score
62%**

**FOR
YOUR**



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'It's fast and rarely short of action'

Game Zone

'Very Very playable....an excellent concept and well portrayed'

Super Action

'Fans of this style of game shouldn't be disappointed'

SNES Force

'With new movie-like scenes between missions, not to mention a wider range of objectives, this game will definately be worth checking out for Wing Commander Fans'

Super Control

Scores: Power Unlimited
Game Zone
SNES Force

85% Super Action 83%
80% NMS 72%
82%



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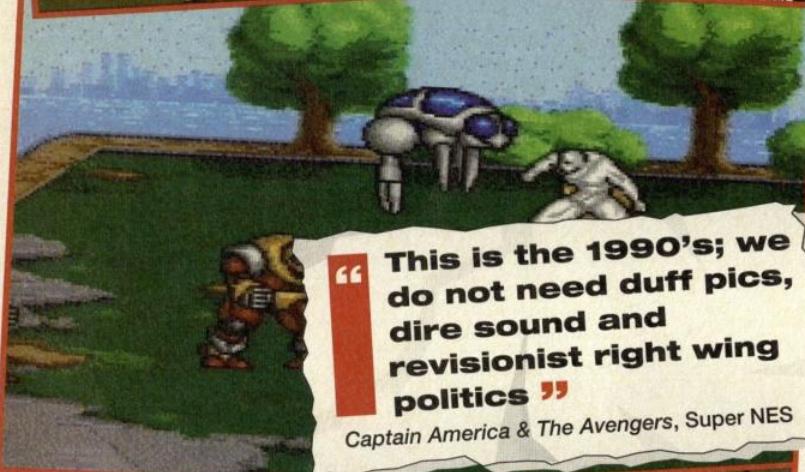
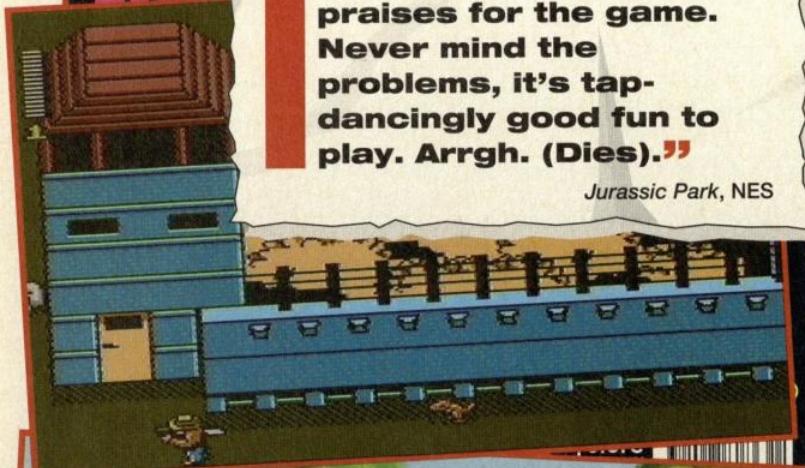
WII

" You may kill me, but you'll never silence my praises for the game. Never mind the problems, it's tap-dancingly good fun to play. Arrgh. (Dies)."

Jurassic Park, NES

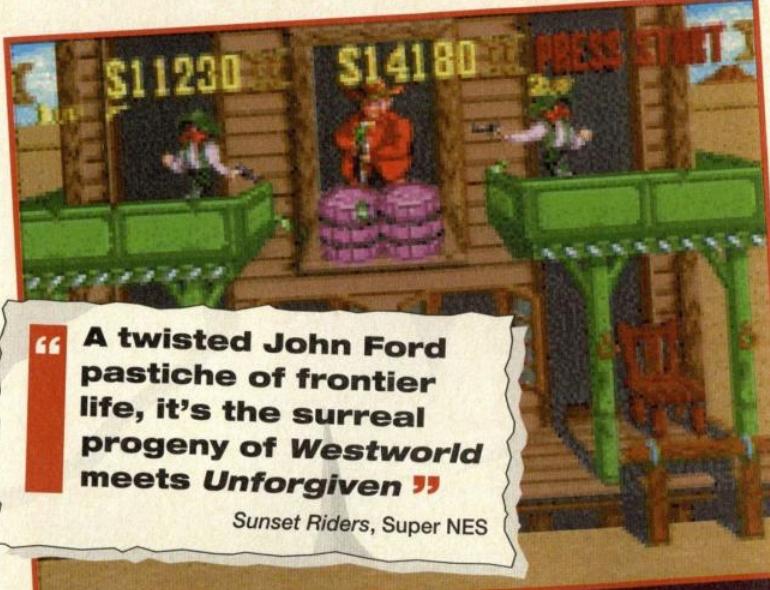
" A twisted John Ford pastiche of frontier life, it's the surreal progeny of *Westworld* meets *Unforgiven* "

Sunset Riders, Super NES



" This is the 1990's; we do not need duff pics, dire sound and revisionist right wing politics "

Captain America & The Avengers, Super NES



" Press L, R, B, A and START together and you'll achieve world peace, England will qualify for the world cup and BBC sitcoms will be funny "

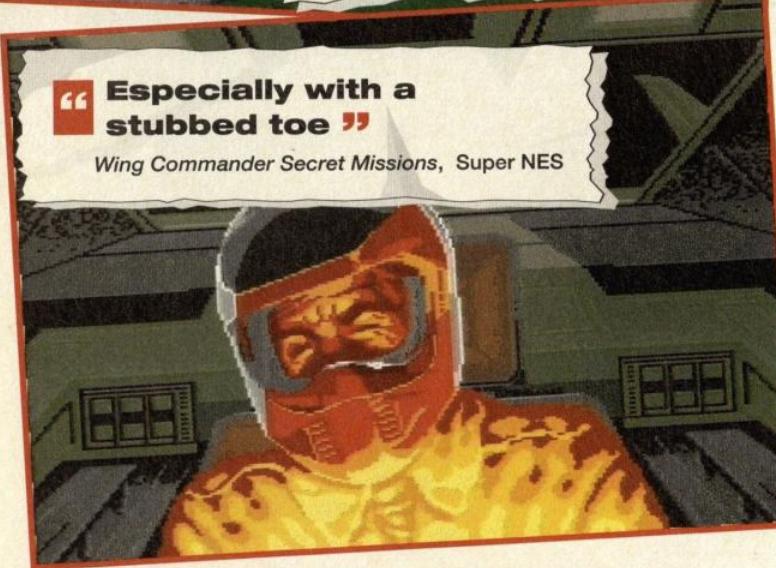
Championship Pool, Super NES



" It always takes me back to those halcyon childhood summers of Slush Puppies, ska music, space dust and rivalry with the local Chopper gang "

Road Rash, Game Boy

This wholly remarkable magazine for Super Nintendo, Game Boy and NES owners is **on sale 11 Nov** it's the thought that counts



" Especially with a stubbed toe "

Wing Commander Secret Missions, Super NES

from the makers of

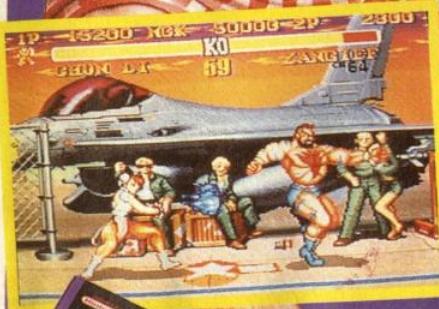
TOTAL!

- need we say more?

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NINTENDO MAGAZINE SYSTEM RATING

97%

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90%

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93%

NIGEL MANSELL'S
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Super NES
Released: December
Reviews: "Shockingly good"
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81%

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For Super NES From Capcom Released in USA January

Although Game Boy and NES owners everywhere will be familiar with Mega Man's baddie-blasting antics, the robotic hero has, amazingly, never seen the inside of a Super NES. Until now. Prepare yourself for Mega Man X...

And now Mega Man is set to star in his very first Super NES game: Mega Man X. TOTAL's US correspondent, Neil West, sneaked into Capcom's US HQ in Silicon Valley to take a look. While attempting to leave the building through a bathroom window with a Super Street Fighter II coin-op under his jacket, he met Capcom's Scott Smith.

NW: Er, so then, Scott. Tell the TOTAL readers about Mega Man X.

SS: Mega Man X takes place in the future – long after all the other Mega Man games. A scientist called D Cain is on an archeological dig and uncovers the remnants of Dr Light's laboratory (Dr Light is Mega Man's creator). In the lab is a capsule in which he finds Dr Light's latest prototype, called X. Dr. Light had died before X could be tested properly and so it was never established as to whether he could safely be let out into society or not.

NW: What happens next?

SS: Dr Cain frees X, realises how advanced he is, and decides to build some more. But he doesn't have quite all the plans and doesn't understand all of the systems, so after this army of robots, called Reploids, have been introduced into society they start to go haywire. Led by the chief robot, called Sigma, a group of highly powerful police robots decide that



Capcom have really gone to town on the background graphics of Mega Man X – just check out the attention to detail! All this and it still retains the feel of the crusty old NES version. Genius, pure and simple. And good drawing.

Mention the name Capcom to most Super NES owners and they'll probably think, 'Street Fighter II' or, 'Chun Li's knickers', erm, or something. Ahem. But Capcom are equally proud of another series of games, starring a robot-warrior called Mega Man, which started off on the NES years ago. Any NES or Game Boy player will tell you that each Mega Man game (and there has been a grand total of five on the NES and four on the Game Boy so far) features excellent, non-stop robots 'n' platforms shoot 'em up action. It's this high standard of gameplay that has helped Mega Man to retain its position as one of the most popular game characters in the USA since the Nintendo scene began.

"The high standard of gameplay has helped Mega Man remain one of the most popular game characters"



Mega Man races through the streets of a futuristic city, hell-bent on avenging himself on the nasty Dr Wylie. The Mega Man sprite is wonderfully animated (unlike the rather basic NES version, which had about three frames).



Mega Man is armed to the teeth, in this case with heat-seeking thermonuclear death missiles. Nasty.



All the usual Mega Man platform puzzles are here. This one in particular is very reminiscent of Mega Man IV.

they are superior to humans and start to take over the world.

NW: Oo-er.

SS: Known as Mavericks, these berserk robots need to be stopped. So X decides to go after them.

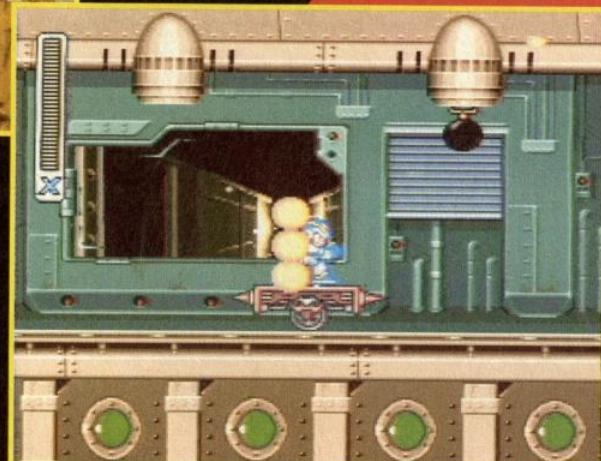
NW: Hooray for X. So now the platform-jumping, robot-shooting, metal-fatiguing, bolt-bothering action can begin. So then, Scott, how does the gameplay of the Super NES game differ from that of Mega Man's previous appearances?

SS: This time there are various power-ups left around the area that X can pick up. At the start X is no match for the robots - he keeps getting his butt kicked, but if he can find these power-ups he can get new body armour, new helmets, a power-up for his X-buster gun and an acceleration system that enables him to run as well as walk. Apart from that, though, we tried to keep the rest of the game similar to the original formula that's been so popular.

NW: Are you confident that Mega Man on the Super NES will be as successful as the Mega Man series has been on the NES?

SS: Oh yes. All the Mega Man games have been very popular in the US - I'm not sure about how

"It's a good game for younger kids but it also appeals to the more advanced games player"



Mega Man takes a ride on a fast-moving trolley. Little does he realise that this ride will take him straight into the waiting arms of a boss.

well they've done in the UK - and we're confident that it will do well.

NW: Why do you think he's so popular?

SS: Because it's on the border: it's a good game for younger kids because they like all the robots, but

it also appeals to the more advanced games player because the games have always offered a tough challenge. So it appeals to two different groups at the same time.

NW: And if the guys at Capcom can

continue the good work they've

done so far, then it looks as if the fast, fun and frantic action that is Mega Man X will be just as popular as all the other Mega Man games have been. We'll bring you a full review just as soon as we can.

T!



Mega Man: the Rock and Roll years

So, where did Mega Man come from, then? Well, the original Mega Man series started off on the NES. Mega Man's real name is Rock, and he was a domestic robot invented by a guy called Dr Thomas Light to perform useful tasks around the house - do the washing up, make him breakfast in bed, etc. Dr Light also invented a sidekick robot called Roll, so there was one robot called Rock and another called Roll. Hilarious, eh?

Dr Light then set out to create some industrial robots, but what happened is that his assistant, Dr Wylie, stole the robots in an evil bid to take over the world. In order to combat the mad Dr Wylie's scheme, Dr Light had to transform Rock into the robot known as Mega Man, an altogether meaner specimen than his previous incarnation. In the process, Roll kind of got left behind and he's now just a background character - like Robin to Mega Man's Batman, if you like.

So, ever since then Mega Man has dedicated his life to thwarting Dr Wylie's world-domination scenario. In each new adventure Dr Wylie painstakingly creates more robots, only to have them summarily destroyed by Mega Man. Which, if you think about it, is kinda sad.



He's blue, he's hard and he's on your Super NES early next year. Look out for him in TOTAL soon.

Femmes fatales: 'I'll scratch your eyes out!'

There are few things more, er, interesting than watching girls fighting. So you can't blame TOTAL for delivering what the punters want to see: Chun Li taking on new girl Cammy in a thigh-crunching scrap. Except, of course, that these are no ordinary girlies and are actually just as tough as the men. Capcom reckon that Cammy is actually one of the hardest characters in the game – as long as you know how to play her properly.



Old Chunners looks a bit stiff compared to the spunky British lass. Go on, 'ave her!



Cammy starts off by showing Chun Li just what she's made of with this daring move.

Exclusive! Super Street Fighter II is the hottest coin-op in the world and it's coming to your Super NES in 1994! So what's new in the game? As always, TOTAL's here to give you the lowdown!

By Neil West, TOTAL's USA and Jacuzzi Correspondent

TOTAL's Neil West spoke exclusively to Dave Winstead, president of Capcom USA, the company responsible for Street Fighter in all its incarnations, to discover just what Super Street Fighter II is all about.

Neil: Firstly, just to clear things up, Super Street Fighter II isn't Street Fighter III, right?

Dave: Right. SFIII is a different project that we're not sure about yet, but I can't see it happening for a couple of years.

Neil: So this is the last of the Street Fighter II series for the foreseeable future?

Dave: For now, yep.



Get the first attack in and you'll score bonus points.



Kick boxer Dee Jay draws first blood against Ryu.



Ryu's two-hit combo downs Fei Long and earns a bonus.

Fei Long is a Bruce Lee clone from Hong Kong who's achieved his ambition of making it as an action-movie star but who now wants to prove himself as the world's greatest fighter.

Neil: So, back to the drawing board. But these new characters aren't the only changes, right?

Dave: Yes, a lot of the original characters have new moves as well. Chun Li's fireball is now accessed by a Sonic Boom motion instead of a fireball motion, and she's been given a new roundhouse kick for opponents coming in close. She can also hit people twice with the chest kick, which is good for combos.

Blanka has a new type of jumpball which is designed to go over a fireball, Dhalsim now has a stunning fireball using the jab, Zangief has a double-hitting spinning piledriver – he throws you into the air and then slams you – and a dashing piledriver which is accessed away



Ryu in ya face!

One of the most impressive things in the new coin-op is the intro sequence, with a full-sized Ryu exploding a fireball in your face. This won't be in the Super NES version, but there will probably be something equally outta sight.



Ryu lies in wait, brooding in the shadows.



The lights come up and there he is. What a poseur.



Suddenly, he moves his hands and launches...



... An eyebrow-singeing fireball right in your face.



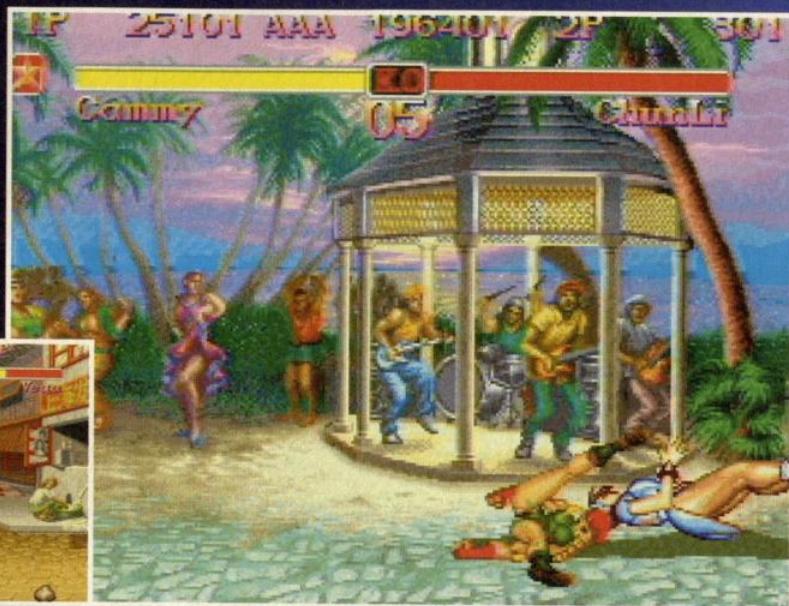
There's no stopping Cammy now, as the tough chick goes in low with some kicks.



And before you can look round, it's all over. Cammy gives us a winning look.

I say! First it was Chun Li's knickers and now it's Cammy's, erm, combat boots.

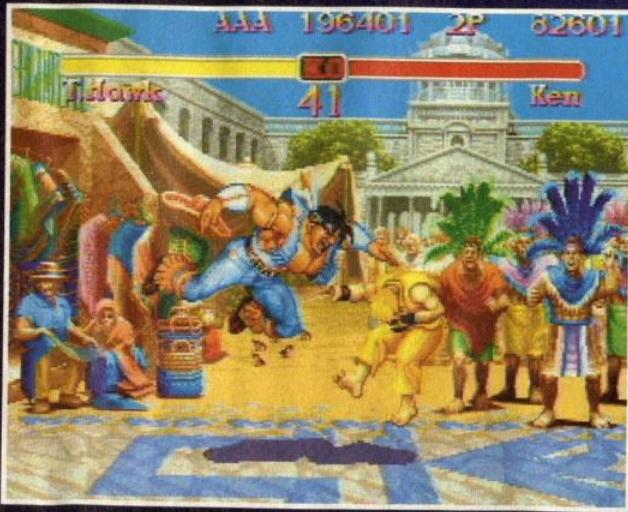
Dee Jay lashes out with an impressive-looking uppercut. Doesn't the Chinese stage look fab now?



from an opponent by a 360° on the joystick with any kick button. He's also got a third new move which is the addition of a second airthrow, so it makes a difference if you use fierce or roundhouse when you're in the air.

Neil: And there's more...

Dave: Uh-huh. Ryu has a flaming fireball accessed in a Dhalsim flame motion which will stun at far range or knock down an opponent at close range, and Ken has a Flaming Dragon Punch.



Mexico-based T.Hawk 'perfects' Ken with one of his special moves. Ken really should have thought twice before buying that yellow fighting suit, shouldn't he?

Neil: So why were these changes incorporated?

Dave: To give the characters more of an equal ability. Some characters were having problems matching the others so they've been ramped up to make it more of an even challenge. Some were powerful enough already, so they really didn't need any beefing up.

Neil: This is on top of the tweaking and adjusting that Champion Edition attempted. You still felt that more fine-tuning was needed?

Dave: We realised from both ourselves and from the games players that there were still imbalances even after the work done for Champion Edition. We spent a lot of time walking round the arcades, watching players and figuring out who's the most powerful. From this research we set to work and decided who needed beefing up.

Neil: Other changes are the bonuses that players can earn during each round. Dave, explain what each bonus is and how you earn it.

Dave: Well, there's a First Attack Bonus which awards points to the first player to get in a hit. Then there's the Reverse Attack Bonus. To earn this you have to aggressively combat a special move targeted against you, for ➤

STREET FIGHTER II

PLAYER SELECT



The new-look Super SFII Player Select screen is getting pretty crammed now, with 16 characters and countries to choose from.

► example if someone were to throw a fireball at you and you were to Dragon Punch through it, or you jump over a fireball and get a hit in.

Neil: So just avoiding it isn't enough?

Dave: No, that's no good – you actually have to get a hit in yourself. Then there's the Recovery Bonus if you manage to shake out of being dizzy before you get hit.

Neil: Isn't that just luck most of the time?

Dave: Yeah, most of the time it is. Then finally there's the Combo Bonus for a fluid sequence of two or more attacks in succession.

Neil: Why bother with these bonuses? Surely most games of Street Fighter II are played in two-player mode and then no one really cares about the score, it's just a matter of who wins.

Dave: True, but certainly in California a lot of people notice the Combo Bonuses big time. It's kind of become an art to see how many hits you can get in. Also, the message on screen actually verifies the fact that you got a combo to your opponent and rubs his nose in it a bit more, so that's cool. Also, if you're a player who can finish the game in one-player mode you've now got the chance to go for more points.

"So when do I get to play it?" is probably the question you're asking. The great news is that while Super Street Fighter II may only reach a few arcades before Christmas, the chances are that this time next year you'll probably be playing it on your Super NES! TOTAL will keep you informed of what Capcom have got in store for you, but in the meantime check out your local arcade

for what is easily the best Street Fighter II game yet.

T!



Cammy

Dee Jay

Fei Long

T. Hawk

The faces change but the game remains the same

Not only are there four completely new characters in Super Street Fighter II (there they are, up there) but all the other characters have been polished as well. Just look at the four fighters below to see how SFII has sharpened its style since the first game.

SFII



Chun Li

SFII
Turbo



Super
SFII



Balrog



Ryu



E.Honda





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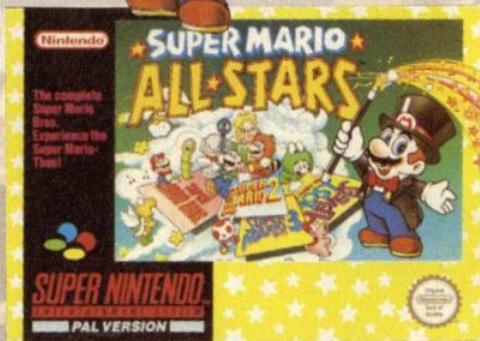
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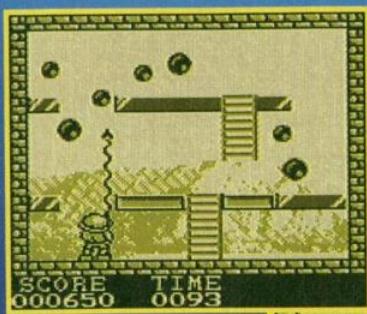
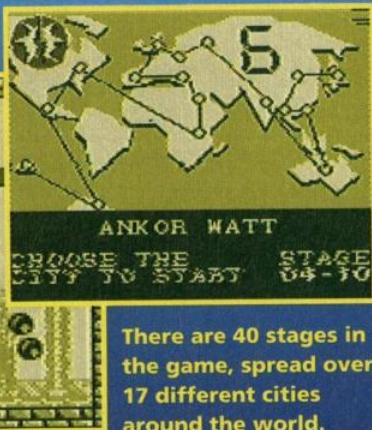
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Get the laser rifle in Pang and your task's a whole lot easier.



Pangman is knocked out by the malicious bubbles of Thailand.



Bubbles are lovely, bubbles are fun, Chris isn't either, no wonder he has no chums. Ahem.

Want flashy graphics? Want big star names? Want new-fangled gizmos? Well, Game Boy Pang's got none of those. What it has got, though, is oodles of gameplay. Typical Game Boy gameplay. The sort of stuff you can dip into every now and then when you fancy it – like a box of Twiglets, only without the tongue-scorching afterburn.

PANGS
Simple to play. One of those games that's great to pick up when you're bored. Nice two-player link option

All you have to do is burst the bubbles that bounce around each single-screen level in a set time limit. If a bubble hits you, you die. If you hit a bubble it splits into two smaller bubbles, or disappears completely if it's a really tiny bubble.

Easy, eh? Well, not easy enough, unfortunately. The little bloke you control is too big – much larger than in any of the other Pang games. This makes it much harder to dodge the bubbles. The collision detection is too wayward as well, making it virtually impossible to judge if you're going to squeeze under a bubble or not. There's also some terrible slowdown when there

This level should be a cinch – stand here and you can take 'em all out in safety.

are loads of bubbles on screen, making the whole game pretty sluggish at times.

These faults don't ruin the game – it's still got that all-important pick up 'n' play attraction – but they do spoil what could have been a Game Boy classic. It's still enjoyable but it's frustrating, testing your patience as much as your reactions.

All 40 levels of the original Pang game have made it onto the Game

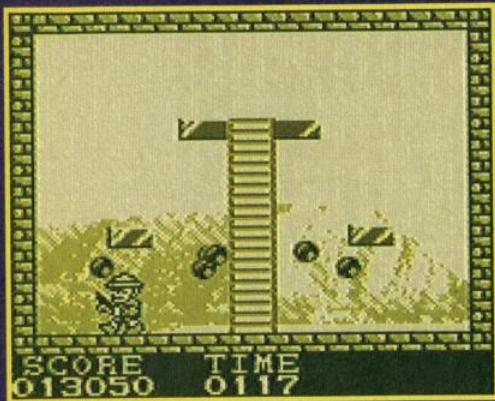
Boy and, unlike the Super NES version, there's a two-player Game Link option. Pang fans will find lots to enjoy here but I can't help feeling that it could and should have been better.

CHRIS



PANG

For Game Boy (1-2 players)



Oh dear. Bubble-related death coming up. Should have climbed up that ladder.

From Sony Imagesoft

Price £25

Pang

Looks

- Apart from the over-large main character it's a fine copy of the original

Sounds

- Excellent tunes throughout the game and decent effects as well

Gameplay

- Pang's a lovely little game but it's let down by a few flaws

Lifespan

- 40 levels and a two-player option, but it's too much like hard work

The bottom line

"Basic, single-screen bubble-bursting game that's fun but not as fun as it should have been. I love Pang but I was disappointed with this rather iffy conversion"

Levels 40

Difficulty Medium

Continues None

Release date ... Out now

Final score

78%

**FOR
YOUR**



M N D S C A P E

Pierre Le Chef is... OUT to LUNCH

Pierre Le Chef is travelling the world to create the traditional culinary delights of the host country. But he's having his problems - in catching his ingredients!

Help Pierre trap the ingredients necessary for his recipe but be sure to avoid all the angry ingredients as well as disease monsters, vicious insects and last but not least your arch rival Le Chef Noire. If you can't avoid them, destroy them with your unique weaponry - flour bags, whisks and the like.

Travel to eight different countries with loads of levels and many more hidden and bonus levels in your attempt to treat the world to Pierres' marvellous cuisine.

'One of the most playable platformers yet'
Games Business

'All the sparkling of a classic platform romp. Certain to be in a few stockings this Christmas'
Super Action

'A frantically wonderful video game. Exotic backgrounds and the sprits are cute and sensual'
Gamesmaster.

Scores:	Games Master	89%
	Super Action	84%
	Super Play	84%
	SNES Force	84%



MINDSCAPE INTERNATIONAL LTD.
PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL,
WEST SUSSEX RH15 9PQ

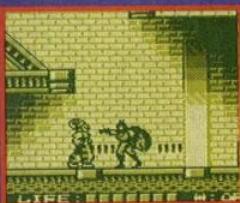


This may look like a top present, but it's actually a bomb.

The clowns look harmless, but don't get too close.

Cunning stunts

Batman is pretty blimmin' athletic and can perform all manner of bat-like stunts. Just have a look at his supremely wide range of incredible superhero-related antics.



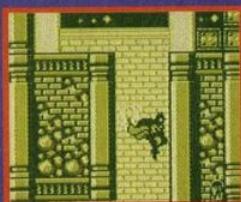
1. Batman can punch geezers in the face. Not very inventive but still very satisfying.



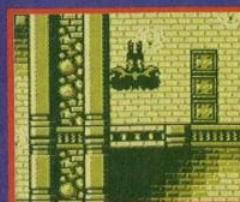
2. He can also crouch down and punch geezers where it really hurts. Oooyah!



3. And he can shoot a Batarang onto the ceiling and hang from it. Cool, eh?



4. Batman can bounce off walls to climb to higher levels. Très useful.



5. It's very handy to be able to somersault through platforms like Batters can.



6. Batman can leap tall buildings... Hang on a minute, that's Superman.

Don't be tempted by the stairs - the top route is always the best.



This stunning intro shows the Batmobile racing to the rescue.

For Game Boy (1 player)



Dinner, dinner, dinner, dinner, Fatman! Frank goes off in search of evil-doers.

Batman is a man with a mission. When he was a nipper his wealthy parents were gunned down in front of him by a grinning fiend. This resulted in him growing up with a hatred of crime and violence, a loathing that burned deep in his soul. As he grew to manhood, the anger intensified. His rage drove him onward, and it drove him to extremes. He trained himself in the martial arts, taking inspiration from the bat, a creature of the night. He started wearing his pants on the outside of his trousers and headed for the dark city streets. And so a legendary crime fighter was born.

Well, that's the origin of the hero sorted out, but what about the origin of the game? Well, it's actually based on the animated series from Saturday-morning TV (hence the name, 'The Animated Series', I s'pose), rather than the ropey old '40s version, the camp '60s version with Adam West, or the mean 'n' moody films with Michael Keaton and (gasp) Michelle Pfeiffer. Personally, I think the cartoon's better than

Batman does a runner from a huge bomb and an evil clown.

From Konami

Price £25

the movies. It's all dark and mysterious, with a top scary soundtrack and excellently drawn characters.

The game is an out-and-out platform beat 'em up, with lots of dangerous criminals on whom to practise your fighting skills. Batman can do all the usual running and jumping antics you find in platform games, but he has a couple of nice little special abilities as well. Do you remember a game from Capcom

BATMAN THE ANIMA

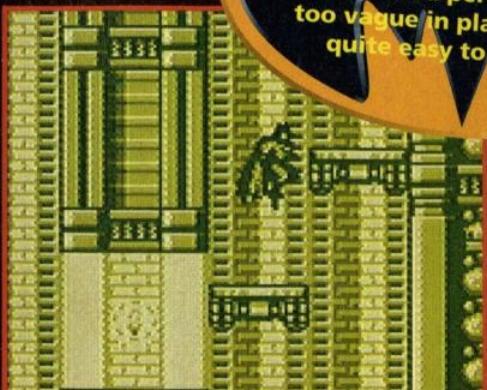
Oops, you got too close
to an exploding present.

You can jump over fires,
but it's best to wait.

Erm, Batman hangs
around for a bit.

PRATS

Very similar to the Turtles games and perhaps a little too vague in places. It's also quite easy to complete



Batman traverses the rather tricky (not to mention annoying) elevator section. If you miss the lift first time, you either wait for ages or fall to your death on the spikes below.

called Bionic Commandos? The heroes could use their arms as grappling hooks in order to climb trees and stuff. Batman has a similar skill involving his Batarang (but he can only use it to climb straight up). This is handy for avoiding certain baddies, but it's even more useful when deployed under a transparent platform, because you can use it to climb through the platform and up to the next level.

There are loads of things to pick up, like free lives and extra energy, but the basic gameplay remains true to the style and energy of the character, with lots of strenuous leaping around and plenty of punching baddies in the gob. Great fun.

A special mention has to go to Konami's cosmetic values. It must have been very tempting to churn out another bland and empty-looking Game Boy game, but they've really gone to town (Gotham City) on this one. The look and feel of the cartoon have been captured wonderfully, with your Batman sprite leaping around, punching baddies and avoiding traps against stunning backdrops which really convey the atmosphere of a dark, rainy city. There's more detail and fidelity here than on your average Super NES title, with lovely parallax and stupendous animation. The music is also faithful to the movie and TV series, with the lush Danny Elfman themes getting an accurate, if tinny, rendition.

You'll get a lot of play out of Batman. It's big, it's challenging, and it's packed with action. This is classic stuff, and it just goes to show that there's plenty of excellent gameplay lurking in the humble Game Boy.

FRANK

T!



Batman comes face to face with his arch-enemy, The Joker. Shoot him with Batarangs.

Batman

The Animated Series

Looks

• Some of the best graphics ever seen on a Game Boy. Superb use of the LCD screen

Sounds

• Amazing music is constantly squeezed from the normally tinny Game Boy speaker

Gameplay

• Batman moves, punches and jumps just like he should. It's all brilliant fun

Lifespan

• Although it's very large, it doesn't get hard until very late on in the game

The bottom line

"Approaching the status of masterpiece. Captures the look and feel of the cartoon series perfectly, only, er, better, with lots of action and excellent graphics"

■ Levels

8

■ Difficulty

Medium

■ Continues

Yes

■ Release date

December

Final score

89%

MAN TED SERIES

Dangerous driving

Rash nicks a speedbike and heads off to impress his mates.



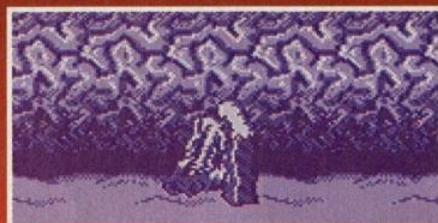
First hurdle is the car park barrier. Will he make it?



And he's done it! A quick handbrake turn and he's off down the road.



Rash jumps the chasm. Will he live to ride another day?



Oh, look, a wall. How Rash laughed. All the way to casualty.



Rash eyes some familiar faces from the video game past. Bash those invaders!



Now, that's what I call a special move. Push into the side wall, hit attack and, wallop! You become a demolition ball.

BATTLETOADS IN RAGNAROK'S WORLD

For Game Boy (1 player)



TOTAL's very own slimy reptile, James Binns, picks his Zitz, Pimple and Rash.

The original Battletoads game was a great hit on the Game Boy. The sequel has been eagerly awaited, and now it's arrived. Hooray!

That vicious beauty, The Dark Queen, has been at it again. This time she's

From Nintendo

Price £25

kidnapped Princess Angelica and Battletoads Zitz and Pimple. You play Rash, and your mission is to attack Ragnarok's World, where your buddies are being held, and free them. Professor Bird sets you down and from then on it's up to you.

The first level has you yomping across a planet's surface, battering axe-wielding Psyko Pigs, dodging flying dragons, and nicking the legs from graceful walkers and using them to beat their buddies with.

FROGS
Stunning graphics, thrilling action and plenty of variety. A worthy sequel to the first Battletoads game

Surface tension

Before you can delve below the surface of the planet Ragnarok, you need to beat the bad guys up top.

Don't you point that thing at me! That Psyko Pig's taking a bleedin' liberty.

Grab this, hold it above your head and drop it on a baddie.

Beware holes in cliffs - pigs tend to hide in them.

Hmm... Wonder what's over that cliff edge.



The robo-boss at the end of level 1 appears as a cross-hair and will blast you to toad heaven given half the chance. Dodge the blasts, pick up the rocks and chuck 'em.

Battletoad Rash swings from the turbo-cable in the chasm and kicks some poor ravens' heads in. He's raven mad, if you ask me.

DADS

Your next challenge is to drop into a chasm using turbo cables. At first this level seems really tricky – the ravens aren't too much trouble but the Saturn Toadtraps' leering, snapping mouths are tough to beat. Once you master this section you can stock up on extra lives by killing ravens and then thrashing them until they give you a 1-up. You'll need these extra lives for the fantastically fast and tortuous speedbike section, where you use ramps to leap chasms, dodge barriers and jump walls, all at breakneck speed.

The action takes place in an isometric scrolling play area which features some superb backdrops. Rather than just sitting around in stagnant water

BOGS
The difficulty level is set a little too high. With no time limits, you can sometimes meander aimlessly



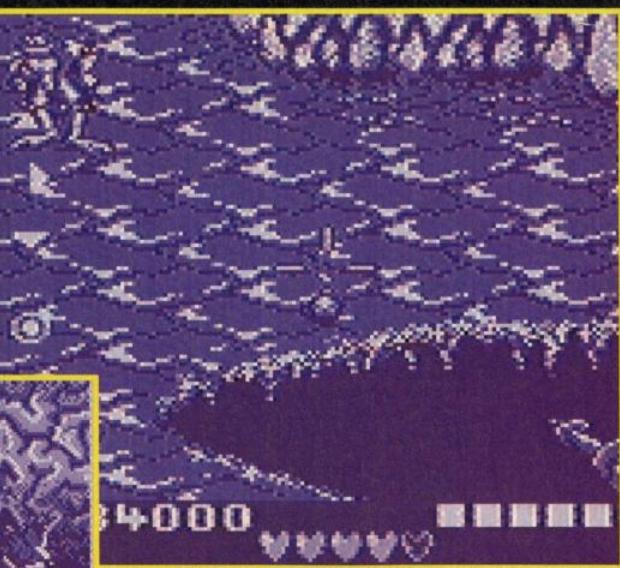
Battletoad pushes rodent. Rodent headbutts Battletoad. Battletoad hammers rodent into ground and kicks his head off.

and burping, Rash, your Battletoad, can move left and right, in and out of the screen, and up and down, jumping up onto cliffs and the like. He also has loads of different attacks, all controlled with one button (the computer automatically chooses the best move to use).

Battletoads is brilliant. The graphics are some of the best I've ever seen on the Game Boy, with smart cartoon stills linking the action sequences. The tunes and FX are brilliant, too. The game is very closely based on the NES version of Battletoads, so you won't want to buy both, but make sure you get one or the other. In terms of variety of gameplay and downright addictiveness, this can't be beaten – I was immediately hooked. This is the arcade challenge you've been looking for.

JAMES

T!



Battletoads In Ragnarok's World

Looks

- Fantastically detailed backgrounds, but the scrolling could have been smoother

Sounds

- Different in-game music for each level and a decent range of effects

Gameplay

- Can be difficult and frustrating to control, but the variety makes up for that

Lifespan

- Enough variation in gameplay and difficulty to hold your attention

The bottom line

"Some of the levels are so good that they would make decent games in their own right. With all these levels on one cart, Battletoads is terrific value for money"

■ Levels	25
■ Difficulty	Hard
■ Continues	2
■ Release date	Out now

Final score

88%



Rash grabs a Psyko Pig, holds it above his head and hurls it over the waterfall.

Don't fall down here or it's shower curtains for Rash.



Rash's jaw hits the ground. Cor, would you look at the size of that thing.

1UP



ZOO



For Game Boy (1 player) From Gremlin Price £25

Zool is the Amiga's answer to the Mario games. James Binns checks out this Game Boy conversion and isn't impressed.

Zool started life on the Amiga, and the little ant-like alien thing went down a storm with Amiga players (although they'll play anything). Now Nintendo players get to meet him as well, because he's been let loose on the Game Boy.

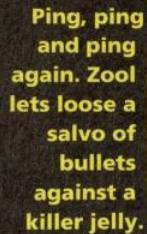
Our little hero has to
battle his way through

Ants kick ass!

Here are just three of the, er, four special moves at Zool's disposal (the other one's a boring punch).



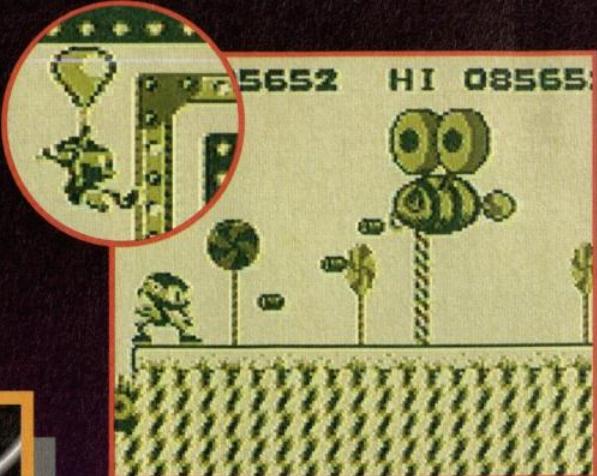
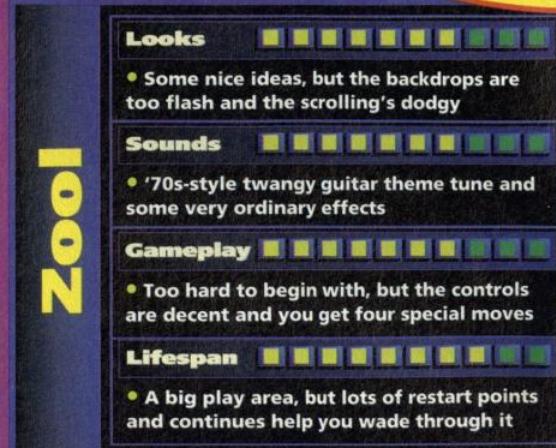
He skids, he scores. This is where Zool puts the boot in. (Do they make ant-size DMs?)



Ping, ping
and ping
again. Zool
lets loose a
salvo of
bullets
against a
killer jelly.



A whirling spin attack against a harmless lollipop? It was askin' for it, Your Honour.



Look at the ears on that thing! Zool takes on the liquorice allsort bumble-boss.

platform character moves – run, jump and crouch – plus four special moves, including a spin attack and a sliding attack.

The gameplay is pretty tough right from the start, but not for the right reasons. The backgrounds are so detailed that you often don't see hazards until they've taken a huge chunk off your power bar. Okay, the designers should be applauded for trying to make the backdrops interesting, but it just makes for very frustrating gameplay. The game also suffers from Amazing Re-appearing Baddie Syndrome – shoot a baddie

and if you scroll away and then scroll back again the baddie's still there. This is simply sloppy programming and there's absolutely no excuse for it.

The graphics are generally okay, apart from some scrolling problems, a bit of sprite flicker and some pretty poor collision detection in places. The Zool theme tune is a bouncy little number, with some wicked Starsky And Hutch electric guitar, but it will get on your nerves after about five minutes. The effects are pretty unremarkable and are basically the same as in any other platformer.

Zool is just a platform game, and don't let the hype persuade you otherwise. On the Amiga, where the dizzy platform heights of the Mario games are just a crazy dream, it may be the ant's elbows, but Nintendo players know better. JAMES

The bottom line

"Zool has some nice touches but in the final analysis is nothing remarkable. It just proves what we've always expected - Amiga owners are easily impressed"

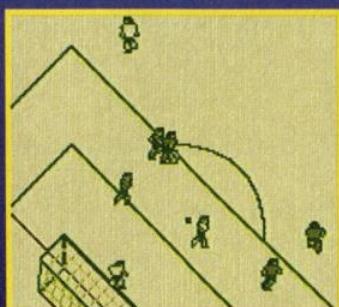
■ Levels	Loads
■ Difficulty	Medium
■ Continues	5
■ Release date ..	Out Now

Final score **60%**

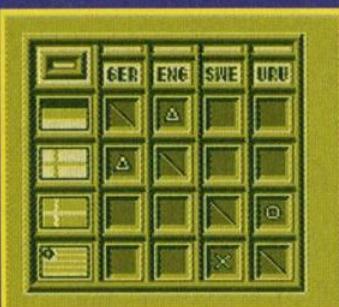
Reckon you can do better than our shambles of an English national team? Do you fancy Mr Taylor's job? Well, here's a quick guide to how to go about it. (You may find the real thing a bit different, though.)



Simply choose the team you want to play from one of the ones shown here.



... Then play the game. If you're as good at footy as I am, you'll probably lose. A lot.



By using a strange mixture of symbols, the game explains to you who beat who.

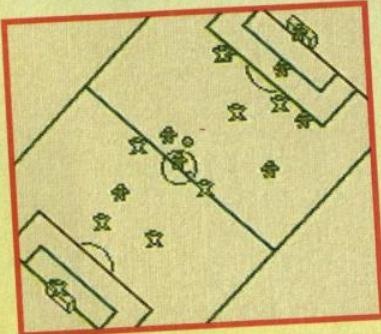


Then you get a current view of the league. And, amazingly, I seem to be in second place.

**For Game Boy
(1 player)
From Jaleco
Price £25**



**Dane
proves
that
girls
can play
too. But
they well.**



**Kick the ball off-screen to get
this confusing view. Hmm.**

To me, watching – or playing – football has all the attraction of Thora Hird, but for some strange reason I find playing computer versions of the game very enjoyable. The latest addition to the growing number of Game Boy footy games on the market is Goal.

So, what have Jaleco done to make their football game different from the rest? Well, for a start, the pitch is viewed from a very original angle - sort of almost directly above but slightly below that, if you can picture where I mean. All the usual options have been included, plus a

penalty shoot-out and a password system (so you can continue your place in the cup at a later date).

One of the funniest aspects of the game is the inclusion of extra moves, like overhead kicks and diving headers. The players are so small that you can't tell whether you're running, diving or doing back-flips. It's also almost impossible to tell the difference between your team and the opposition. The player you control is supposed to flash to allow you to distinguish him from the rest, but on the Game Boy everything flashes anyway.

**Great. I've
just
managed
to let in
my third
goal.**

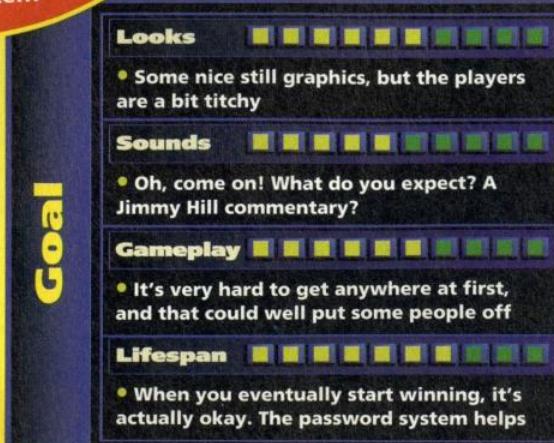
GHOULS
Minute players. You can't
tell who you're controlling.
Tricky to control.



If you must have a football game for your Game Boy, I reckon you'd probably be better off waiting to see what Sensible Soccer's like. DANE



Target? Hmm. Maybe it's a little-known rule in British football that lets you blow up the keeper if he saves your penalty kick.



The bottom line

"Okay, so there are a lot of worse football games out there, but Goal could be better. The titchy players and the awkward controls mean it's not a whole lot of fun to play"

- | | | |
|----------------|-------|----------|
| ■ Levels | | 15 teams |
| ■ Difficulty | | Medium |
| ■ Continues | | None |
| ■ Release date | | Out now |

Final score

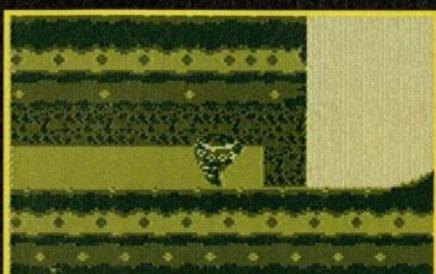
61%

Hey, out of my way!

You just can't hold a mad devil back. Here's a handy tip for bashing those seemingly unassailable barriers.



Never take a wall like this for granted. Where do you go from here?



Simply hit that whirling-dervish spin attack and turn walls into ex-walls.



Taz gets high on a mushroom trampoline, the wicked little devil.



James finally gets to meet the only creature with a bigger mouth than him.

Taz-Mania has got one thing going for it. During the intro, there's a sample of Taz's rasping voice. It lasts about three seconds and it's probably the best thing about the game. After that, it all goes downhill.

Taz has apparently been captured by two nasty characters called Bul and Axl, who want

SPINS
A smart three-second voice sample. And that's about it, really

TAZ-MANIA

For Game Boy (1 player)

to put him in a zoo. For some unfathomable reason, this means that he has to scamper through a platform landscape thinly disguised as a jungle and collect diamonds.

Taz can run, jump, slide and do a spin attack. He also has an unusual extra skill: when he comes up to a bomb, he picks it up, eats it and knocks a heart off your power bar. Dead useful.

In your journey across the levels, you come across the usual platformabilia: mushrooms which behave like trampolines, walls that hide hidden rooms, power-ups, lifts – yes, it's all very familiar.

After three virtually identical levels you get to meet a boss.

The small screen on the Game Boy presents a challenge: how to avoid incorporating too many leaps of faith to off-screen platforms, which invariably

TOTAL CARNAGE



Here we have it: conclusive proof that video games turn people into gibbering psychos.

Hmm. If The Sun is to be believed, TOTAL Carnage, with its mindless violence and bloody butchery, is just the sort of game that will make anyone who plays it walk into a busy shopping centre and slaughter dozens of innocent people (and several smug do-gooders shaking collection boxes, with any luck). Well, other versions of Total Carnage may have that effect (although I wouldn't count on it), but I wouldn't exactly describe the Game Boy game as an incitement to riot.

You've probably already scanned this page, checked out the pics of the game and thought, 'Yeuch! What is that pile of cack?' Well, the game is better than it looks – although not a great deal. Total Carnage was an awesome arcade machine

For Game Boy (1 player)

and it's a bit unfair to expect the same game on the humble Game Boy. However, we all know the 'Boy can turn on the style when it's pushed – just look at Battletoads in this very ish, or Probotector, or either of the Dr Franken games – and there's no excuse for the complete lack of graphics



Hmm. Could this 'big friend' be Fr... (Watch it - FRANK.)

HITS
Most of the game's in there, and things do move around quite fast, I suppose



Those woods are a bit sparse. Must be acid rain.

From Konami

Price £25

in this game. There's virtually no background scenery at all, and the screen's not exactly overrun with sprites, either. The whole thing just looks extremely boring.

And it's not just the Game Boy's graphical limitations that lets this version of Total Carnage down. The arcade game used



When you die you fly up in the air. Dunno why.

TAZ-MANIA

EXIT

From T·HQ

Price £25

become leaps of doom, and how to ensure, with only four shades of yellow to play with, that hazards actually stand out from the background. Taz-Mania meets neither of these challenges.

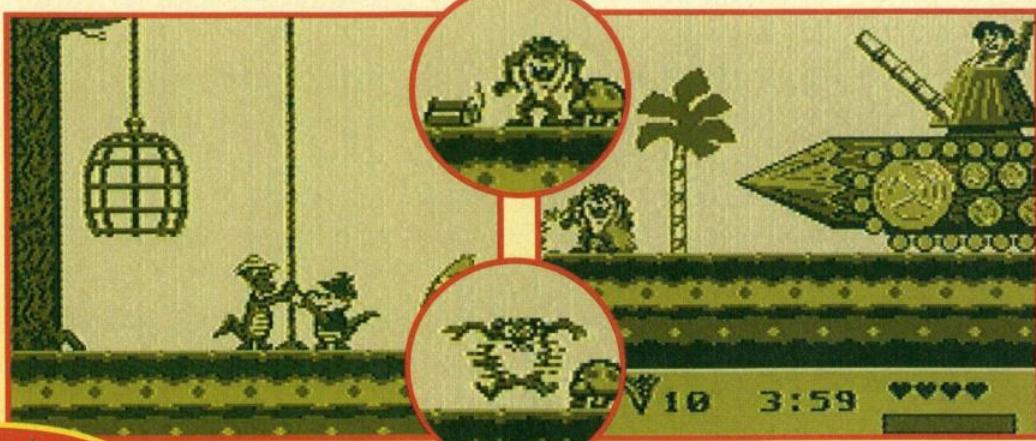
The biggest tragedy for Taz-Mania is that it's almost identical to Edd The Duck. Apart from a few alterations to the graphics and layout, it's basically the same game engine. I like programmers to earn their crust, not just tweak some other bloke's game – isn't that why they're supposed to earn the big bucks?

There isn't nearly enough originality or humour in Taz-Mania to make it worth buying. It's just another very average Game Boy platform game. Come to Tasmania? Thanks, but no, thanks.

JAMES



Taz-Mania



BINNS
Eerily familiar and
blazingly unoriginal
gameplay

Here are those nasty
Taz hunters, Bul and Axl.

Oh dear – incoming pencil-type boss
thing! Look sharp!

Looks

- Invisible hazards and not enough humour in the scenery, but some nice Taz sprites

Sounds

- Apart from the Taz sample and the Taz-Mania theme tune, nothing to impress

Gameplay

- Made very frustrating by the hidden hazards and short life of the spin attack

Lifespan

- It will probably last a while, if you can steel yourself to play it to the end

The bottom line

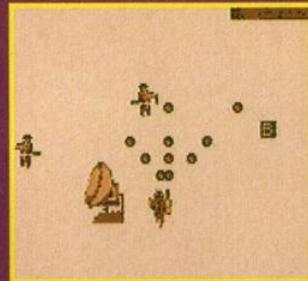
"One platform game which we've definitely seen before. If T·HQ think we can't see through this trickery, they can think again. Taz-Mania is basically a load of tat"

Levels	Yes
Difficulty	Medium
Continues	None
Release date	... Out now	

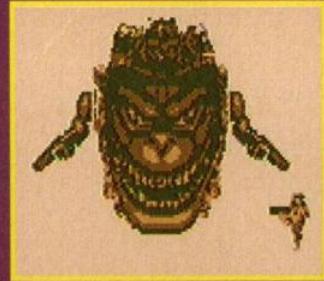
Final score
55%



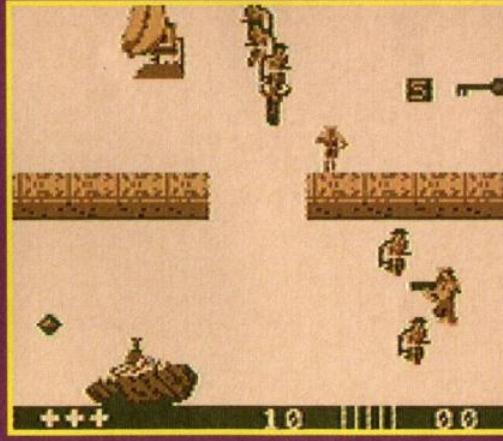
Oh dear. Either she's
feeling a bit rough or this is
just an abysmal picture.



Total Carnage is a real
blasterama. With
no action.



MISSES
Iffy graphics, with dull back-
grounds and small sprites.
Monotonous gameplay



Whoah! This screen's a bit action-packed.
But don't worry, it'll be empty fairly soon.

Total Carnage

two joysticks – one to control movement, the other to direct gunfire – and that's something that, sadly, the Game Boy can't match. You move your little bloke around with the joystick and fire in the direction he's going with the A button. This doesn't sound like much of a difference but it really changes the way the game feels.

It doesn't help that the gameplay isn't in the least bit exciting. You spend most of the game in the middle of the (usually blank) screen, just walking towards the enemy robots and monsters as they appear. It's very repetitive. And there are no continues. Have I mentioned the collision detection yet? Sometimes you can walk right into a baddie and still wipe it out, and sometimes you can't. It's very frustrating.

Total Carnage could have been a very smart game, but this version is just a chore to play. It looks dreadful and doesn't have any of the frantic excitement of the original coin-op. It's a crying shame.

CHRIS



Looks

- Very empty levels and itchy sprites, but that's the price of speed, I suppose

Sounds

- A few okay tunes, but the main game has just got an annoying gun sound

Gameplay

- Lame version of the coin-op that's quite basic and too unfair in places

Lifespan

- If you put your mind to it, you'll be able to clock it without much effort

The bottom line

"Total Carnage isn't a complete disaster but it's got a few flaws too many. The graphics are unimpressive and the collision detection isn't quite there. A pretty lame conversion"

Levels	3
Difficulty	Medium
Continues	None
Release date	December	

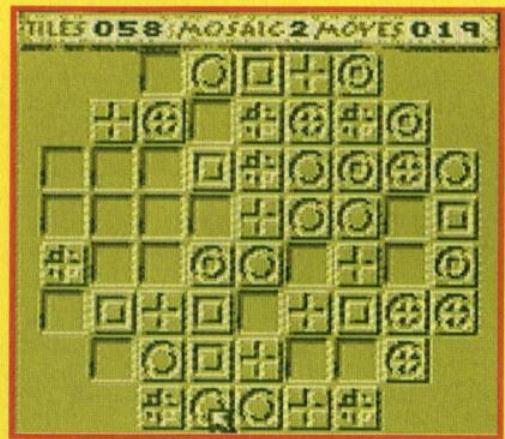
Final score
61%

TESSERAE

For Game Boy (1 player)

From Gametek

Price £25



Your move, sucker! Only 19 moves in and already there are loads of pieces that look trapped. Start panicking!



James puts his thinking head on (well, it's better than his usual one) and gets puzzling.

The Game Boy is renowned for its puzzle games, and Tesserae is yet another one. To be specific, it's another bash at the 're-arrange the shapes' genre. And quite a good bash it is, too.

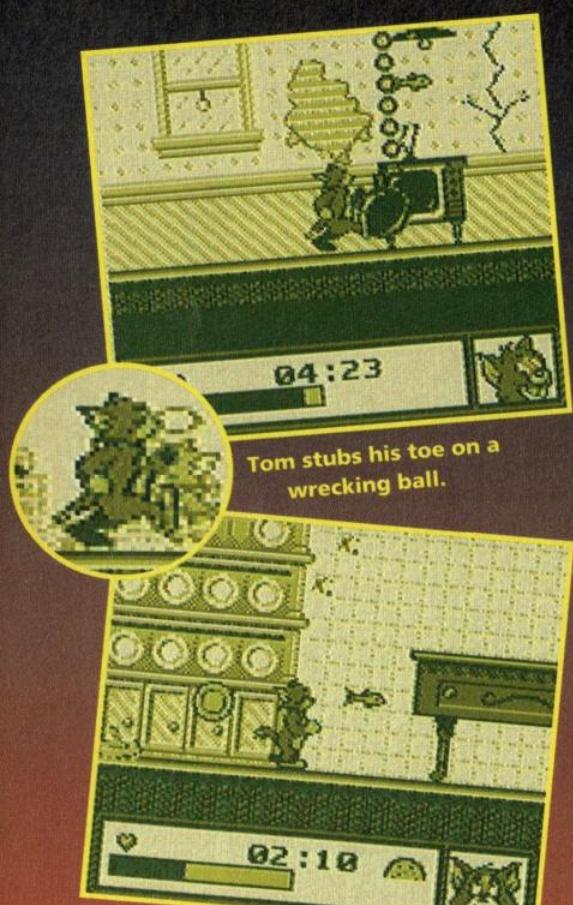
You're presented with a grid full of tiles with random shapes – circles, squares and crosses – on them. You select a tile, and then move it two

TILES
Simple idea but a very challenging game. Puzzle fans will get a lot out of this

This mosaic is in the shape of a (rather chunky) figure of eight. Very tricky.

spaces horizontally, vertically or diagonally. If the position you're moving to is occupied by a tile with a similar shape on it, that tile is replaced and the tile in the middle is eaten up. Your object is to clear the screen to just one block, in as few moves as possible – it's a bit like a single-player, more complex version of Othello.

What makes Tesserae interesting is the fiendish creation of combination tiles. If you move a tile to a space with a different shape in it, those shapes merge to create a new tile with both shapes on it. To remove each shape in the combination, you have to jump it with a tile with that shape on it. (Still with me?) Things get even worse when a



Tom stubs his toe on a wrecking ball.

Tom's found a fish. That's nice. Maybe he'll give it to his new mate Jerry.

TOM & JERRY: FRANTIC ANTICS

For Game Boy (1 player)



Frank plays cat and mouse with two of the biggest cartoon stars ever.

A quick trip down memory lane: Tom and Jerry, cat and mouse, cartoon, good fun. Remember it? No, well, I wouldn't blame you. It's been ages since it was on, seeing as good old Auntie BBC banned it for being too violent. Apparently it encouraged kids to do horrible things to each other. Yeah, right. This is the same BBC that shows heavyweight boxing fights. Which scenario do you think a kid is more likely to be influenced by: two real men bashing each other's brains

MICE
Good idea for a licence. There are quite a few levels. It might keep young kids happy for a while

out or a cartoon character hitting another one over the head with a frying pan? I don't know why I pay my licence fee, I really don't. (You don't pay your licence fee – CHRIS.) Ahem.

Anyway, enough ranting. The first thing that strikes you about Frantic Antics is that the duo seem to be co-operating. What? They can't do that. My entire worldview is based on the fact that Tom and Jerry hate each other. Still, I suppose they need all the friends they can get after this, their second attempt at video game stardom, cos Frantic Antics is the kind of game that earns people death threats.

The second thing you'll notice about this game is the graphics – although you'll have to look carefully to notice anything at all.

combination block has all three shapes within it, or is in a corner, since it cannot be jumped.

On the later levels, not only are you faced with combination tiles from the outset, but you also get different-shaped playing areas, such as ovals, loops and figures of eight. Some include islands within the playing area, which have to be worked around, and some levels are bigger than the playing area, so the screen has to scroll.

You can choose from three difficulty settings – from Beginner to Advanced – and can play one mosaic at a time or take the tournament option and work through the whole lot. A vital part of the

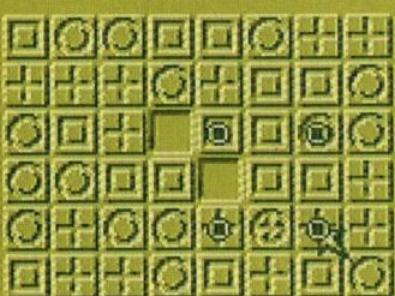
game is the 'undo' feature, which becomes invaluable as you approach the end of a screen and are stuck with unrecoverable tiles. It lets you go back as many moves as you like and try again.

The graphics are okay, but the scrolling could have been smoother. Sound is good, but the lack of any in-game music could upset some players. A timer would have been a nice option, too, just to put the pressure on.

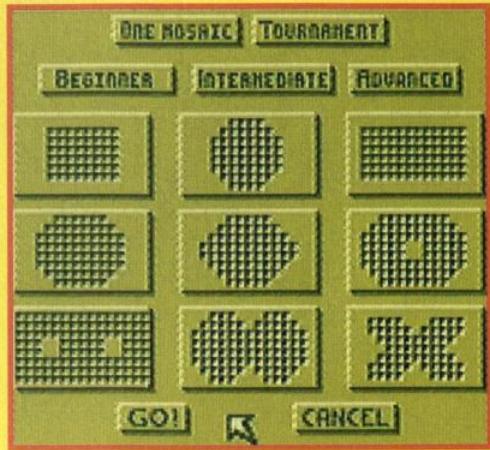
Tesserae is an immensely challenging game which will soon get you hooked. If you like playing Othello or Go, give this a whirl. It's one of the most intense puzzlers you'll come across on the Game Boy.

JAMES

TIRES 0 4 7 MOSAIC 1 MOVES 0 0 1



Three options here. The best call is to jump to the cross and free up the combination.



These are the nine mosaic-tastic levels in Tesserae. Fiendish, huh?

Tesserae	
Looks	■ ■ ■ ■ ■ ■ ■ ■ ■
• Utilitarian mosaics which do the job perfectly well. Nothing very inspiring	
Sounds	■ ■ ■ ■ ■ ■ ■ ■ ■
• No in-game music, but an acceptable range of effects and a decent intro tune	
Gameplay	■ ■ ■ ■ ■ ■ ■ ■ ■
• Simple, intuitive gameplay which rapidly becomes fantastically difficult	
Lifespan	■ ■ ■ ■ ■ ■ ■ ■ ■
• Seriously tough grids mean this game will always present a huge challenge	

The bottom line

"A smart puzzle game which, like all the best puzzlers, is simple in concept but gets practically impossible after the first few games. Prepare to be seriously perplexed!"

■ Levels 9
■ Difficulty Hard
■ Continues Infinite
■ Release date ... Out now

Final score
80%

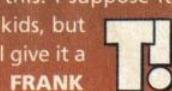
FRIDAY

Price £25

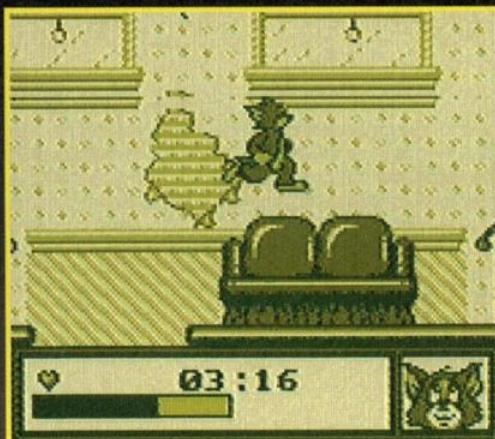
Unlike in the cartoons, Tom and Jerry don't stand out and smack you in the face. The graphics are all so small and plain that they sort of just slip under your foot, slightly tickling you as they go. And the sound is simply appalling.

Frantic Antics is a frighteningly tedious game to play, with very little to do and a very obvious path to take through each level, which makes it all extremely predictable. Tom and Jerry have massive video game potential, so it's criminal that they are forced to star in a game with such a tired, overused platform formula as this. I suppose it may be mildly entertaining for kids, but even toddlers with any sense will give it a wide berth.

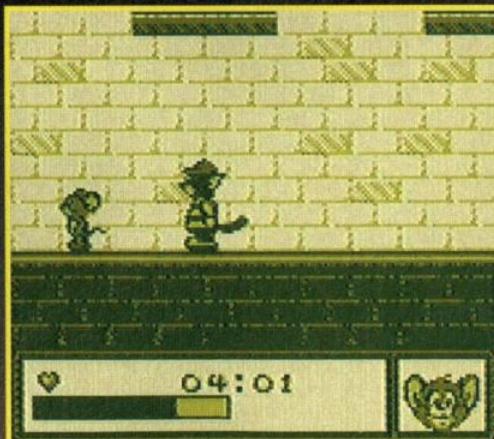
FRANK



CATS
The graphics and sound are really stomach-churning. The gameplay is far too simple and just generally off-putting



This game is a perfect example of character assassination. First, get a licence. Then...



... Bash out any old thing and assume that the kids will buy it regardless. Disgraceful.

Tom And Jerry	
Looks	■ ■ ■ ■ ■ ■ ■ ■ ■
• Although far too small, the characters are just recognisable. The rest is very plain	
Sounds	■ ■ ■ ■ ■ ■ ■ ■ ■
• Ouch. Don't waste your batteries listening to this. Keep that volume down	
Gameplay	■ ■ ■ ■ ■ ■ ■ ■ ■
• Mildly entertaining for a while until you realise how horribly easy it all is	
Lifespan	■ ■ ■ ■ ■ ■ ■ ■ ■
• Kids will love the challenge. Anyone else would love it to be a challenge	

The bottom line

"Yet again Hi-Tech have got it all wrong. Such potential brilliance gone to waste is enough to reduce a reviewer like me to tears. Back to the drawing board, methinks"

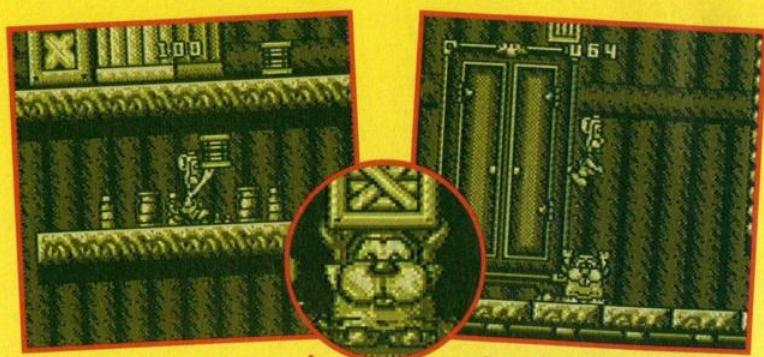
■ Levels 11
■ Difficulty Easy
■ Continues Infinite
■ Release date ... Out now

Final score
65%



Hey, he could take someone's eye out with that

Why don't you pick on someone your own size?



Now, this bit of the game is exceedingly difficult...

... But it's not half as difficult as this bit.

TODAY



New girl Dane finds that this video game lark isn't quite as easy as she thought.

What's your favourite sort of game? Platformers? Puzzle games? Action games? Bat-and-ball games? Well, what about a game that combines the whole lot, puts in a couple of wimpy mouse characters and call the whole package Fidgetts?

So just how do you combine bat-and-ball games with platforms and puzzles. Well, before I played this my bet would have been that you couldn't, but Elite seem to have pulled it off with ease.

Speaking of ease, there's a distinct lack of it here. Fidgetts is no pushover. The first level has to rate as one of the toughest in any game ever, and subsequent levels are almost as rock-hard. At last, a Game Boy game that's a real challenge, you may be thinking. Well,

FIDGETTS
Varied gameplay and loads of challenge - it's not a five-minute wonder, that's for certain

For Game Boy (1 player)
From Elite
Price £25

okay, most people don't want to finish their £30 games in two minutes, but Fidgetts is stupidly hard.

You control two mice who have to traverse a tortuous platform landscape to get to wherever it is they're going. They also

have to battle gawd

knows how many different kinds of enemies, so basically they're going to have to sweat to actually make any progress. Or rather, you are. After each

level, you get to play a bat and ball game to cool off a bit.

The graphics in Fidgetts are pretty crisp, although there isn't an awful lot to them. The sound, as with the majority of Game Boy games, is average at best. And that's about all there is to say.



EEK! If there's one thing I hate, it's spiders. Get away from me, you hairy beast!

The Fidgetts

Looks

- Nothing special in the looks department, although the two mice are almost cute

Sounds

- Painful to listen to, but that's why your Game Boy has a volume control

Gameplay

- Lots of different types of gameplay, which means you won't get bored

Lifespan

- The first level alone will keep you going for ages, and the rest are equally tough

So, for your money (guv'nor) you get a tough game with lots of different types of gameplay and average looks and sounds. If you like your games nigh-impossible, this is the one to go for - anyone who gets through the first level deserves a medal.

If, on the other hand, you want to have some fun, steer clear of this.

DANE



FUDGE-ITS
Quite possibly too hard for its own good - the difficulty setting is horrendous. The graphics are a bit plain



I've always wanted to write a sad caption like this. Ready? Here goes: 'This bit will drive you batty.' Ho, ho.

The bottom line

"One of the toughest Game Boy games ever. Elite have pulled out all the stops to give you the ultimate challenge, but you can't help thinking that maybe it's just too hard"

Levels Loads

Difficulty Very hard

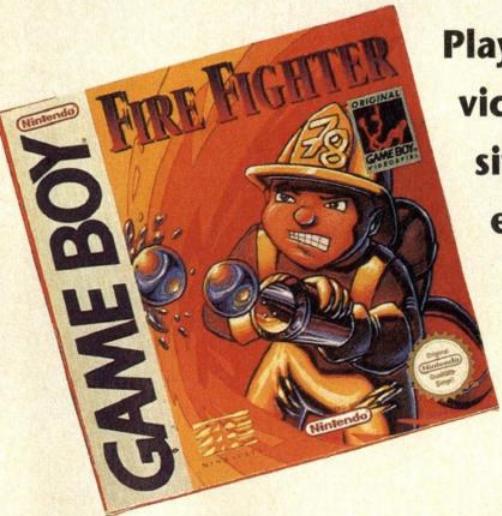
Continues 3

Release date ... Out now

Final score

77%

ERIC NEEDS YOUR HELP!



Play the hero Fire Fighter and rescue victims in some very bizarre situations. Arm yourself with your extinguisher and enter burning, multifloored buildings. Battle against run away toy soldiers, pogo sticks and many more obstacles.

EXTINGUISH AS MANY FIRES AS YOU CAN AND SAVE THE TRAPPED OCCUPANTS... GOOD LUCK!



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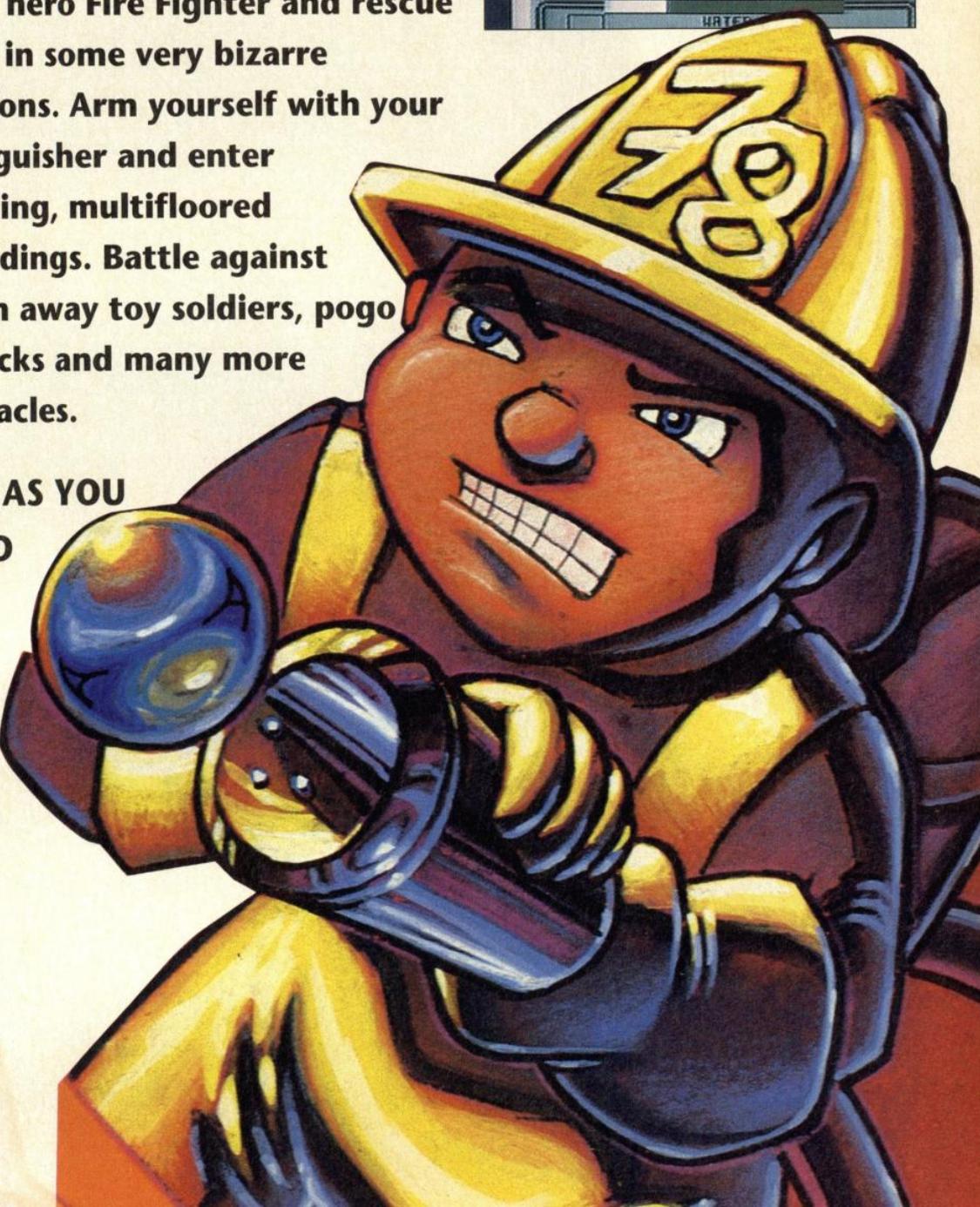
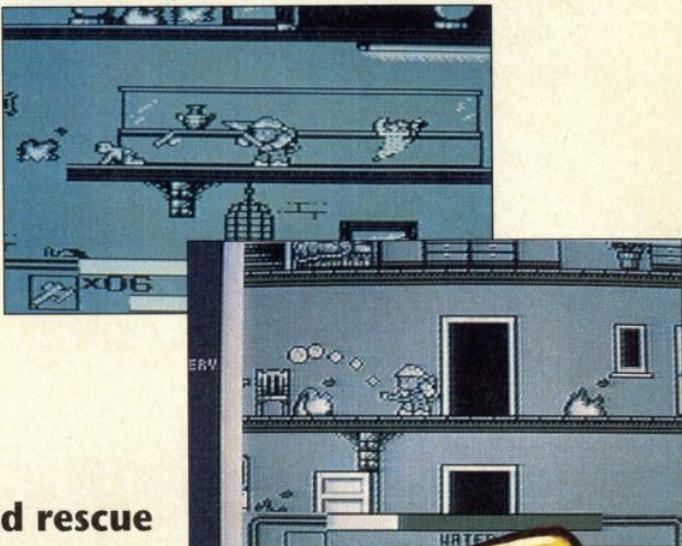
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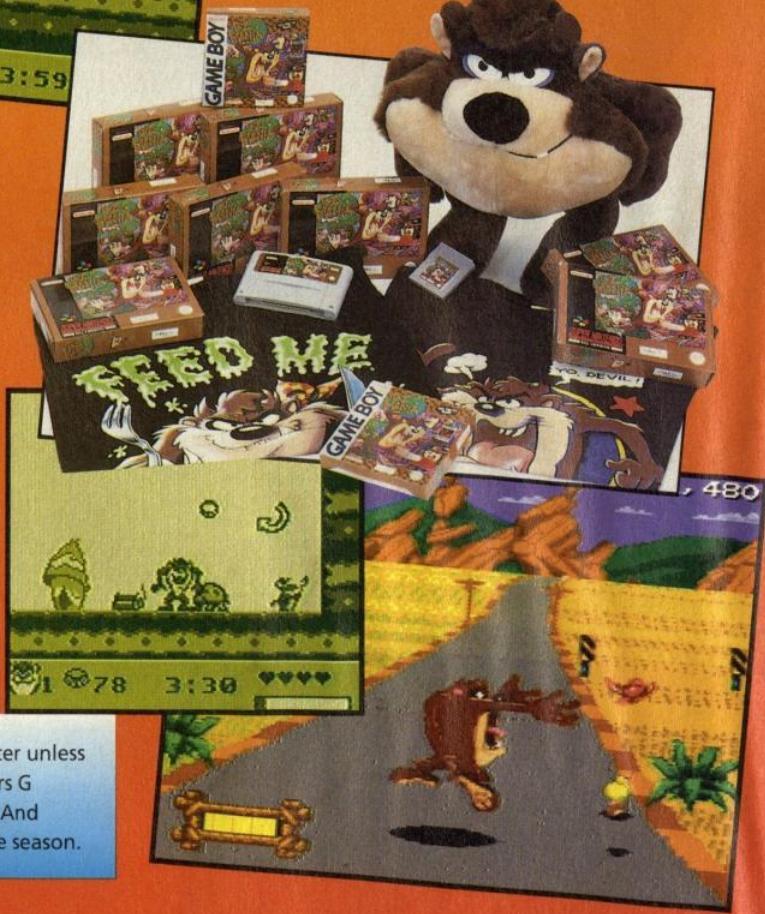


TAZ-MANIA COMPETITION

ENTER



WIN!



Have you ever noticed the remarkable similarities between Taz and TOTAL ed Frank O'Connor? Both are short and hairy, both come from wild desolate places, and both talk in a completely incoherent way. Makes you think, doesn't it?

But enough of the contrived jokes at our rather large editor's expense and on with the compo. We've got a bumper crop of Taz goodies to give away. First prize is a copy of the Taz-Mania game on Super NES and Game Boy, an incredibly lovable giant cuddly Taz, a T-shirt and lots of other gubbins. 10 runners-up win a copy of the Super NES game and a copy of the Game Boy game with a Game Boy!

To enter, answer this question: **What was the original name for the island of Tasmania?** Look it up in an encyclopaedia and send your answer on a postcard to:

TOTAL Taz-Mania Compo, 30 Monmouth Street, Bath BA1 2BW.

No employees of Future Publishing or T•HQ may enter. No marsupials may enter unless accompanied by an adult. All residents of Tasmania are eligible, apart from Mrs G Smedhurst of Acacia Avenue, Wallamaloo. The cast of Neighbours and Home And Away may enter the compo, but may not enter this country during pantomime season.

NOW ... a soccer simulation that combines realism with fast arcade action!

EUROPEAN CHAMPIONS

COMPETE TO BECOME THE PREMIER TEAM IN EUROPE



- AMAZING GAME-PLAY FEATURES:**
- * **TACTICS** - Select one of the many, easy set up BUILT-IN-TACTICS options or DESIGN YOUR OWN!
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 - * **ONE TOUCH FOOTBALL** - Build up moves quickly and fluidly. Anyone can look good, and if you are good you'll PLAY LIKE A GENIUS.
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The very last

The 3DO dream machine arrives

Trip Hawkins, The 3DO Company and Panasonic have defied their critics, launching the first 3DO multiplayer on October 4 as promised. But is it any good, and what of the UK launch next year?



So you want a 3DO?

There are already 3DO systems being bought on grey markets. Companies including Raven Games, Dream Machines, Console Concepts, ACE and Krazy Konsoles are handling the machine, although stocks are low.

Current going price for an NTSC machine will vary from £700 to £850 which Krazy Konsoles are charging for specially imported units.

So far no-one has managed to pull a Scart signal off the machine, although it's due on PAL.

First for news, first for reviews,
first with 3DO

EDGE

The **future** of videogaming

Issue **three** onsale at selected
newsagents now



COSMIC COMPO

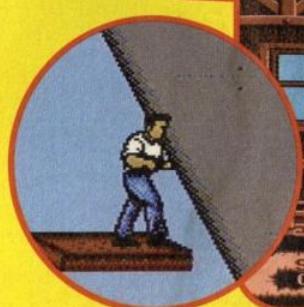
Hey, man, it's really groovy!

Check out our compo! It's, er, cosmic! The winner gets a groovy Cosmic Spacehead lava lamp and a complete set of Codemasters NES games – that's Cosmic Spacehead, Micro Machines, Dizzy, MiG 29, Firehawk, Ultimate Stuntman, Super Adventure Quests and Super Sports Challenge. 20 runners-up each receive the very cosmic, very surreal Cosmic Spacehead Soundblaster key ring.

To enter the compo, answer this question: **Who was the first cosmonaut?** Send your answers on a postcard to: **Cosmic Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.**



MISSION TWO: YOUR PAPA'S
HAVE BEEN SENT TO
INFORMATION AND
TO BE AIRLIFTED



CHRISTMAS CRACKERS

Join Freddie and Frankie for the adventure of a lifetime!
 • Programmed on a 2Mb cartridge (2 to 4 times the size
 of most Game Boy game cartridges!).
 • Huge playing area of 790 screens.
 © 1993, Elite Systems Ltd.



Join Franky for more madcap adventures!
 • 20 huge levels including 4 bonus levels all on a massive 8 Mega bit cartridge.
 • Also coming soon for the Nintendo Entertainment System.
 • Out Now! - Dr Franken 2 for Nintendo Game Boy.
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The Adventures Of

More
madcap
adventures
with
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SUPER NINTENDO™
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Dr Franken

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Original
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Fantasy role playing at its best!
 • One of the biggest role playing games ever created,
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 • With 16,000 3D locations.

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Prepare yourself for the most
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 • Full password re-entry
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special features galore and
the clock keeps ticking away.
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From...

elite®

I'm the urban spaceman, baby...

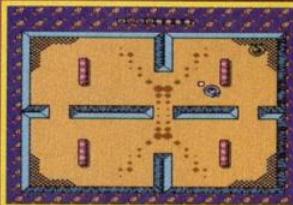
This guy won't let you race his astrocars unless you've got a licence. What a killjoy.



Pie slap

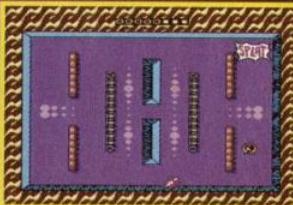
If you get sick of adventuring, invite a mate around for some mindless fun, using droids to chuck custard pies.

AIRY SLAP



Normal pie-throwing fun - until someone gets the power-up.

BOUNCY SLAP



Watch those pies bounce off the walls - straight into your mush.

SLAPPER



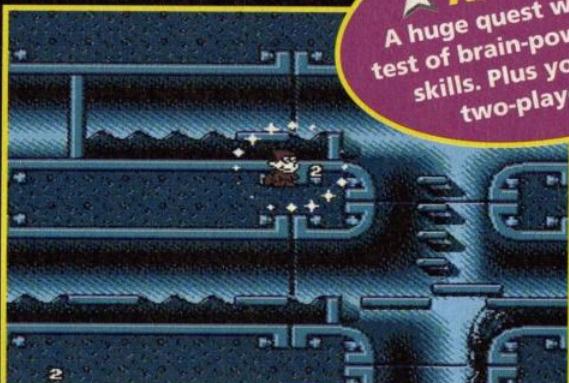
The standard game: a study in Newtonian physics and culinary finesse.

For NES (1-2 players)



Chris Buxton is trying to make his way to Earth. Everyone on Earth is desperately trying to stop him.

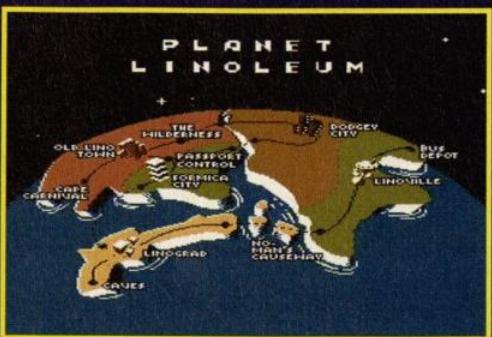
For ages people have been trying to discover life in outer space. Well, now they've found it. There's a chap called Cosmic who lives on the planet Linoleum. Cosmic is a bit of an amateur space traveller. In fact, he's already visited Earth once. He came home expecting a hero's welcome, but no one believed him. So now he's determined to go back to Earth, and to take some pictures this time.



We hate this arcade bit. It's all pitch dark until you die. Which you do rather a lot. Trouble is, you're none the wiser when you can see.

From Codemasters

Price £30



This is just the first planet - there are two more to follow. By the time you've finished, your brain will be slop.

Cosmic Spacehead's all about our hero's quest to return to Earth and get those snaps. The problem is, he's skint. And he needs a new spacecar (they're not cheap, you know).

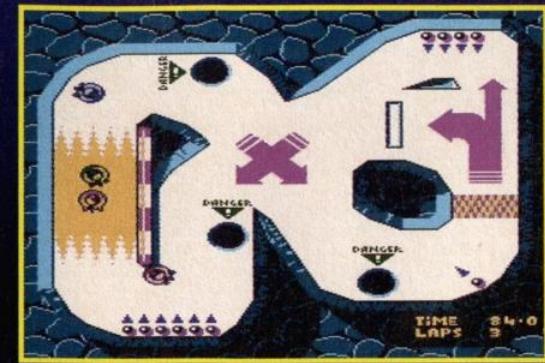
The game's split up into lots of different locations, in each of which you'll find objects to pick up, puzzles to solve, people to talk to and obstacles to overcome. You need brains, patience and a degree in lateral thinking to make much progress. Oh, and arcade skills won't hurt, either - in between each location is an arcade section, where you jump platforms, avoid nasties, collect bonuses and, er, die horribly.

And there's more. There are also sub-games to play, and an entirely separate

ASTEROIDS
A huge quest which is a real test of brain-power and arcade skills. Plus you get a free two-player game!

COSMIC SPACEMAN

Between each location is a tricky little arcade bit. Lots of jumping and lots of timing. Get through them once, though, and you don't have to play them again. Smart.



TOTAL! TACTIX

Any teleport...

The puzzles are all solvable if you've got half a brain. How do you get a waterproof plug that's locked in a teleport machine?



So near and yet so far.
There's no way you can unlock that door.

But there may be another way inside. Why not go to another teleport machine...

... Then teleport yourself into the locked one, get the plug and teleport out!

Whee! This is astrocar racing. Complete the course in the time limit and you get a bus ticket. Um... Where to? That's for you to find out.

simultaneous two-player game called 'pie slap', played on any of three different arenas. It's apparently Cosmic's favourite leisure pastime, and the idea is to splat your opponent with custard pies. The first to get four ahead is the winner.

HAEMORRHOIDS
Lots of to-ing and fro-ing and getting stuck. The passwords are a little too few and far between



This monster won't let you pass until you give him a balloon. Then he floats off.



That plug had to be useful for something - it's fixed this leaky boat.



Uh-oh. To get a passport, you need a birth certificate and some passport photos.

task and easily offers as much long-term gameplay as three ordinary NES games put together.

Barring any late challengers, for my money Cosmic Spacehead has got to be the NES game this Christmas. It's tough, it's enormous, it's varied and it's brilliant. CHRIS

T!

Cosmic Spacehead

Looks

- Nice animation and great backgrounds (mostly). Very nice

Sounds

- Effects, what are they? But the tunes (for once) are great

Gameplay

- When you're stuck, you're stuck. Otherwise, wonderful

Lifespan

- God knows. 100 years, probably. Unless you're unfeasibly clever

The bottom line

"Cosmic Spacehead is an adventure game. That means you need brains and patience. That's enough to put arcade nutters off completely, but everyone else will love this to bits"

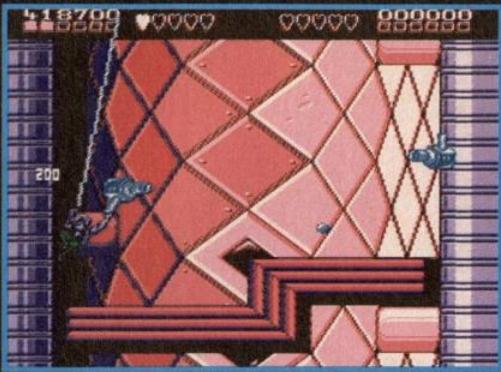
- Levels 3 planets
- Difficulty Tough
- Continues .. Passwords
- Release date . Out now

Final score

91%

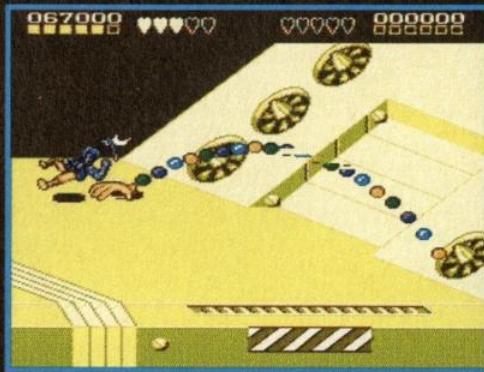


The speedbikes of the first Battletoads game are back. This time the speedbike section is a bit easier, but there are still some very tricky bonuses to bag on the way through.



Some sections scroll vertically and you're lowered on a rope past gun emplacements and marauding ravens.

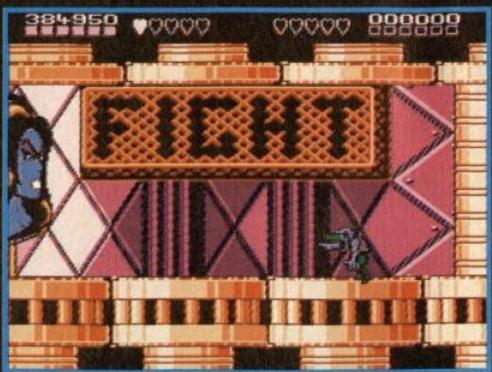
For NES (1-2 players)



At the end of the first level, giant hands spring out of these fans and try to swat the heroes. Leap out of the way and hit 'em.

From Nintendo

Price £30



The evil Dark Queen is back and she still looks like Elvira. Or is it Morticia from The Addams Family? Or maybe even our Frank?



Chris gets a ring-side seat as the 'Toads teach the DD mob a thing or two about combat.

A gigantic spaceship as large as a city is heading towards Earth. This means two things: first, that buying that 25-year timeshare in Cleethorpes was a mistake; and second, that the evil Dark Queen, arch-nemesis of the Battletoads, is plotting to take over the galaxy.

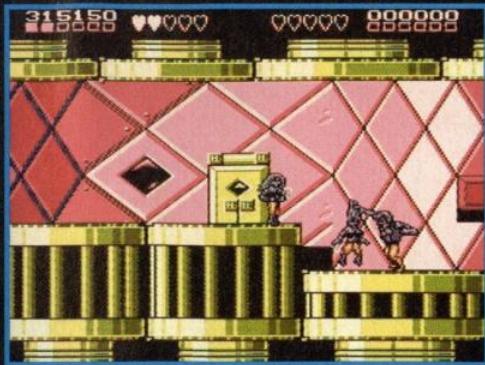
Remember the first Battletoads game? It was overloaded with good things, consisting of 12 very varied levels which offered platform fighting, racing and blasting. It looked great and played

BATTLETOADS AND DOUBLE DRAGON

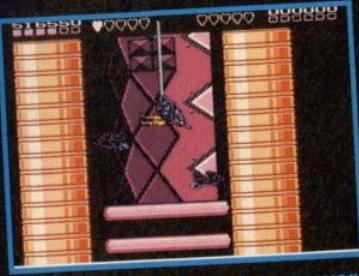
Hmm. If he leaps too high, won't he escape the ship's gravity?

Discretion is the better part of valour, so hide here if you're yellow.





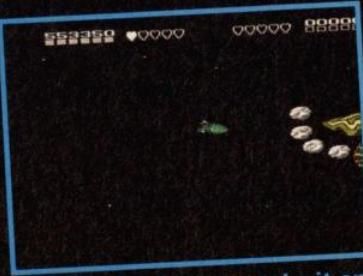
Those Double Dragon boys aren't very well bred, are they? Just look at the way they treat the fairer sex. Never in my day...



The vertical shafts get narrower as the game goes on and soon you've got hardly any room.



The mothership you fought through on the first three levels waits at the end of level 4...



... But before you can take it on, you have to fight your way past drones launched from the ship.



When you've taken the drones out, flying saucers appear and make a nuisance of themselves.

really well but was *sooo* difficult that it put loads of people off. Well, the sequel keeps up the same standards in terms of graphics and gameplay but it's a bit friendlier – although still no walkover.

In this game, the Battletoads have teamed up with the Double Dragon boys and set off to scupper the giant spaceship. The game starts as the lads

land on the tail of the ship and make their way into the bowels of the craft. Once inside, they have to get to a space pod, take off and destroy a giant missile – and that's only half the game.

The gameplay is quite simple. It's basic beat 'em up action, set mostly on ordinary platform levels. But what platforms! The background graphics really are stunning in places, and all the Dark Queen's minions are superbly animated. It's extremely well executed and has a terrific difficulty curve – just when you think the game's got you beat, you make it to another restart point and edge closer to victory.

As well as the platforms, there's a speedbike stage packed with jumps, slaloms and enemy bikers, and a shoot 'em up that starts off like the arcade classic Asteroids and then turns into a

Inside the enemy mothership, you have to clamber across the chasms between the metalwork.



Baddies can pop their clogs in a myriad of different ways, each of which has its own lovely piece of animation.

DOUBLES
Superb graphics and sound and tons of variety

HALVES
Some might say it's too simplistic, but there's nowt else wrong

one-on-one battle against the Dark Queen's ship. This is fabulous stuff which lifts the game way above the average platformer.

Battletoads And Double Dragon is a classy package. It's a big, tough platformer with bags of variety and the best graphics the NES can provide. It should be on every NES owner's shopping list this Christmas. CHRIS

T!



One of the 'Toads gets ready to send an enemy robots into orbit.

Swoosh... BANG!
Swoosh... BANG!
Swoosh... TINKLE!

Shinnying down the side of the ship is the only way to get bonuses.

OI YOU!

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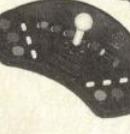
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BUBBLE BOBBLE

GB TACTIX Arjan Mensch, our man in Holland, has sent us the codes for every level on this seriously addictive platformer. The game is easy enough without all his codes, so we thought we'd just print some of the codes and leave you with at least some gameplay! Thanks very much, Arjan.

5. WLL1	10. XGL1
15. GLL1	20. FGL1
25. 4LL1	30. 5GL1
35. KLLF	40. JGLF
45. ZLLF	50. 1GLF
55. DLLF	60. CGLF
65. VLL3	70. WGL3
75. HLL3	80. GGL3
85. 3LL3	90. 4GL3
95. BLL3	100. KGLD

RAD RACER

NES TACTIX Michael Hill, from Billericay, Essex, has sent in a track select cheat for Rad Racer. He says that once you choose your car, press the **B** button as many times as it takes to skip to the track you want. Now, here's the clever bit: when you've chosen the track you fancy, hold **UP** and **RIGHT** on the control pad. Then just press **START** and you're off! Cheers, pal.



Isn't it a bit stupid having a road with three lanes all going in the same direction?

NINTENDO WORLD CUP

NES TACTIX If only Graham Taylor had had these World Cup codes he wouldn't be in the situation he is now and England would still have some vestige of national pride left. Thanks to footy boy Ross Skinner from Leicester for these – on me 'ead, son.

Match 2: 10310 Match 3: 30709
Match 4: 01509 Match 5: 22006
Match 6: 72111 Match 7: 11511
Match 8: 42411 Match 9: 62600
Match 10: 60209 Semi-final: 22310
Final : 12810

TOTAL! TACTIX

Tactix, eh? Um... Look, you can't expect us to write witty, original introductions every month. We're only human, you know. What do you want, blood?

FORTRESS OF FEAR

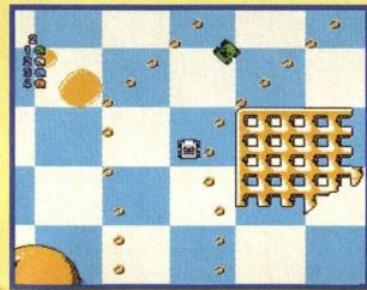


Here's a handy cheat for this platform collect 'em up which should help you slog your way through it. To start out with six lives rather than just three, type in **W / W** instead of the player's initials on the Scroll Of Honour. Thanks to Ross Skinner from Leicester for that. Does anyone out there have a level select for Fortress Of Fear?

MICRO MACHINES



This isn't a fantastically useful cheat, but it could come in handy. Pause the game in the space on the inside of the last corner of Race 5 and you'll only need to cross the line to win. Strange, but true. From Robert Floyd in Walthamstow.



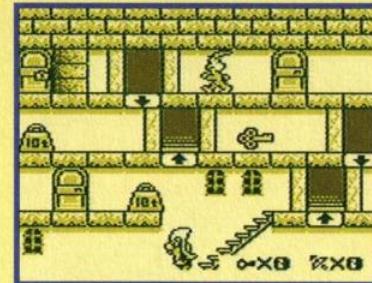
Micro Machines: the only race game with a chequered table-cloth instead of a chequered flag.

BUGS BUNNY: CRAZY CASTLE



Here's a smart little cheat to help you finish this repetitive platformer a bit more quickly. If you want to play any previous levels again, get to the screen which tells you the score, level and number of lives. Then press **UP** to move the levels down and **DOWN** to

move them up again, to any point you've already played to in that game. You can do this as many times as you want, which is handy cos it means you can nip back to the first level and get an extra life whenever you need to. Thanks to Jamie Ellis from London for that dodge.



If you were one of the unfortunate people who bought this game, our cheat will help put you out of your misery.

LEMMINGS



Hoo-ray, hoo-ray – at last, a level select for Lemmings. No longer do you have to scribble down and key in loads of tedious codes. Simply hold down **LEFT**, **RIGHT**, **START** and **SELECT**. Now you're sorted and it's all thanks to Michael Suggate from Hornchurch, Essex. Nice one, mate.

FACEBALL 2000



Michael Suggate has come up with another brill cheat, this time for Faceball 2000 on the Super NES. On the title screen, press **LEFT** and **RIGHT** and **START** together and you'll be whisked off to a secret game. Do the same on the Game Select screen and you'll get a life/level select screen. Lush, eh?

SUPER STAR WARS



Here are a couple of handy cheats for this great movie tie-in. The first gives you five continues. On the game start screen press **X**, **B**, **B**, **A**, **Y**. If you've done it correctly you'll hear a Java cry. The second cheat gives you a lightsaber from the start. On the game start screen, press **Y**, **Y**, **X**, **X**, **A**, **B**, **X**, **A**. Once again, if you've done the cheat correctly you'll hear a Java cry. These cheats are tricky to get right. Don't hurry, just take your time. Credit for those go to the lads, Richard Brown and Paul Leader, from Derby.



The Force is all well and good, but what you need is a cheat.

MARIO IS MISSING



Don't you wish you could cheat in all those harsh exams and tests in real life? Well, we can't help you do that, of course, but we can help you cheat in this so-called 'educational' game, thanks to James Alexander from London. Here are the codes you need.

C6XVBPO	*LWXFC
K8Y3V5W	Q*P*VLV
78YJP60	(Fight Ludwig Von Koopa)
OF34X61	RPONDFI
GRHVY5J	HRTC3CK
*TRZ4YJ	(Fight Lemmy O'Koopa)
6HYYD7Y	DYML488
RF605K4	D84TM23
2TY13HM	(Fight Morton Koopa Jr and Bowser)



I dunno, kids today. You give 'em a game that's supposed to make them learn something, and they just cheat. Tsk.

SUPER MARIO BROS. 2

For SNES/NES (1-2 players) From Nintendo Price £45



SMB2 may be the least well known Mario game, but it's still a hell of a challenge, well worthy of a TOTAL complete solution.

WORLD 1-1



For a start, choose Mario on the character selection screen. Remain Mario unless instructed to do otherwise. Drop down to the ground, enter the door and start going right. When you find a potion, drop it straightaway and enter subspace through the door which will appear. You should find three coins and a mushroom.



Keep going right and go through the door into the cavern. Climb left and then jump left to reveal a walled-in door. Use bombs (throw them when they start to flash) to destroy the walls and open the door. When you enter this door you'll skip a lot of the level and go virtually straight to the Birdo (a bird-like monster).



If you decide not to use this short cut, remember to use the next potion to expose coins in subspace. To beat Birdo, wait until he's fired an egg at you, jump onto the egg and quickly press the grab button. Now throw the egg at him. Repeat the process three times to destroy the fiendish chicken-style monster.

WORLD 1-2



Go left and jump onto the Pidget's head. Pick him up and throw him off his magic carpet. You now have to quickly ride the carpet right – you only have 10 seconds to cross the chasm and reach safety. Avoid the flying monsters as you go.

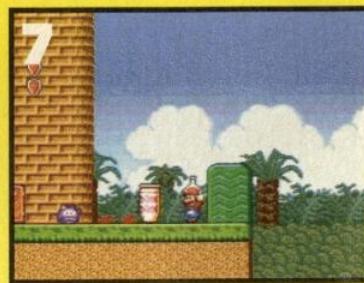


When you reach the second vase, jump into it and collect the key you find at the bottom. Leave the vase quickly and run right with the key, avoiding the baddies. Simply exit through the door and the rest is incredibly straightforward.

WORLD 1-3



You'll find a potion next to the log bridge. You can use the mushroom to open a door and collect coins and another mushroom.



But if you're smart, you'll carry the potion through the level, past the door, to the last vase. Drop the potion, enter subspace and go down the vase to warp to level 4.



To finish the level properly, go through the normal door, climb the chains to the top and go through the door there. Get the key and fall all the way down to find another door. Go through it and all the way right, through the crow's mouth.



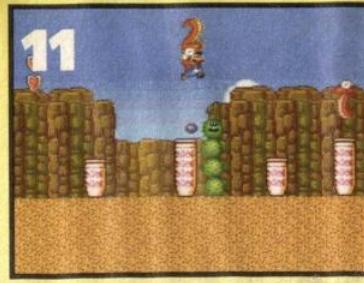
You'll now encounter a geezer who throws bombs at you. Stand immediately under his platform. Move left and jump to catch his bombs and throw them back onto his platform. You'll have to run and jump to do this, but it's fairly easy.

WORLD 2-1



Use Luigi on this level, as he digs holes much quicker than Mario. Pick up all the cherries and an invincibility star will appear. You'll have to face Birdo again, but he's easy as long as you don't fall down a hole.

WORLD 2-2



Switch back to Mario for this level. Quicksand is the main problem, but if you tap the fire button constantly you should hop easily over the lot. Grab the snakes in the pots and lob them at the other pots to clear a safe path. This isn't too tough at all.

WORLD 2-3



Jump on a Tweeter to reach the high door. Inside, pick up the first plant on the right for a potion. Throw it. Go in the door revealed for nine coins and a mushroom.



Go in the far-right door. Drop to the locked door at the bottom. Dig down to a room with the key. Go up and right. Grab the crystal ball to go to the next boss.

WORLD 3-1



Grab mushrooms. Build a wall three blocks high to protect yourself from the boss's fire. Throw the other three blocks at him, using a running jump.



Use Princess Daisy here. Go through the door and fall down the big waterfall with the pink clouds and platforms. You'll find a secret room.



Inside, pick up the sixth plant from the right for a potion. Drop it on the far right. Enter subspace and warp to world 5. To play the rest of level 3, use the other door.



Jump on the clouds to go up the waterfall. At the top, steal the Pidgit's carpet. Go up to a vine. Climb it and fight Birdo again, using the same technique.

WORLD 3-2



Use Mario. Go right and down through the power blocks. Use the bombs from the top to blow up the walls at the bottom. From here, it's plain sailing to Birdo.



To get the key to the door, go up the ladder and along the top level to the right. Enter the door you find there and go all the way up to find a room with a key.

WORLD 3-3



Go through the door. Go up and enter the next door you find. Keep going up to a door at the top. Go in and right to meet the boss from level 1-3. Use the same method.

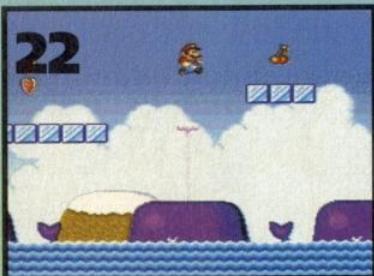


Use Luigi. Run all the way right. Pull up the plant under the ice. It turns into a rocket which takes you to the second half of the level. Go right to finish the level.

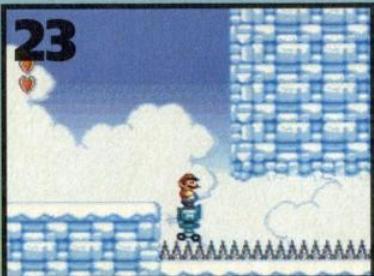
GUESS WHO'S ABOUT TO BE RELEASED



► WORLD 4-2



Walk, don't run. The baddies are set up so that running will get you killed, so progress slowly and carefully. Jump on the whale spouts to reach higher platforms and jump a bit further.



Go all the way to the right and pull up the plant to get hold of another rocket. When you get to the top, throw the creature off the Autobomb and use it to ride across the spikes.

WORLD 4-3

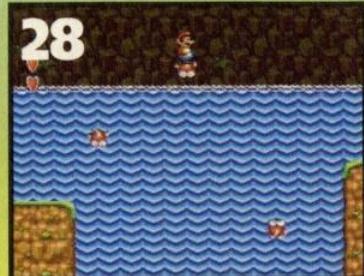


At the start of the level, it looks like you have to fight Birdo again. Don't even try. Just jump over him and head right. Birdo will fire an egg. Jump on the egg and use it to fly right over the water.



Go through the door and head all the way up the very icy platforms to reach twin towers. Go through the door on the right and go down the tower, riding a red Shyguy to avoid the spikes.

WORLD 5-1



Drop down and go in the door for a key. Fall all the way down and go in the door you find there. Enter the next door and then use the crystal ball to go and meet Fryguy!

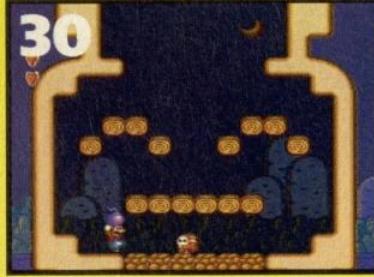


Use the mushroom blocks to build a couple of walls. These will protect you. The screen wraps around, so stay at the edges and you can nip straight to the other side if Fryguy gets too close.

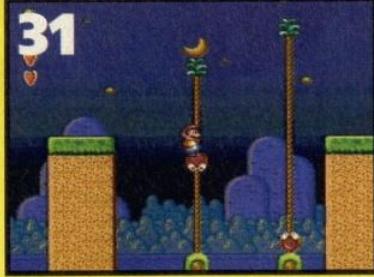


Birdo doesn't throw eggs any more, he spits fire. You have to kill him using mushroom blocks. It is extremely tricky, so be careful.

WORLD 5-2



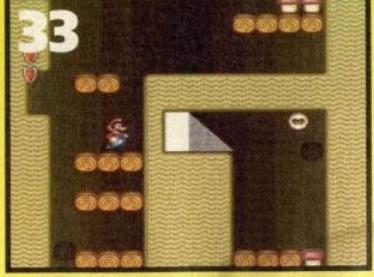
Go down the first vase and use the bomb to blast through the floor and get a potion. Take the potion back and use it to reach four coins and a mushroom (in subspace, obviously).



You'll need to get the Hoopsters to get across many of the gaps. Don't pick them up or you'll have to go back a few screens to reset them.



At this point, you have to pick up the POW block and drift down the huge valley. Steer through the spikes and push to the right in order to land safely. Head right to face Birdo again.



Considering how far on in the game it is, this level is a piece of cake. If the bombs flash, remember to jump away from them. You have to enter a tree, then go down and all the way up again.

WORLD 6-1



At the top, hijack a magic carpet to cross the tree tops. Go right across the clouds to fight Birdo again. You'll need to defeat him in order to fight Clawgrip.



Clawgrip is possibly the toughest boss. Stand as shown and then jump back over the crevice when he throws a rock. Grab it, jump back and throw it at him. It's very difficult, but persevere.

Grab the snakes and clear a path. Doing it this way, you should have no trouble completing the level. Inside the first cave, you should find a door key in a vase. Take the key to the door on the right.



The technique for this level is to ride on the backs of albatrosses to the right, jumping up to the higher birds as they come along.

WORLD 6-3



Getting through this wall is hard. Stand on the little vase and pick up the bomb-critters as they emerge. Throw them down at the wall as they flash to blow it up.



The vines aren't difficult, just annoying. When you reach Birdo, you'll have to superjump in order to battle him.

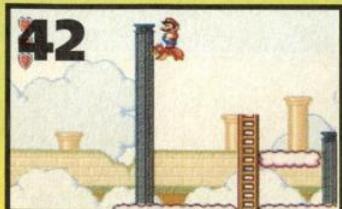
WORLD 7-1



After defeating Birdo, you'll have to fight Tryclyde again. Use the same wall-building tactics as before to put him away safely.



Go straight up. At the top, go right. Watch out for Bob-ombs, as they blow the ground from under your feet. Go in the door and pull up the plant to find a potion.

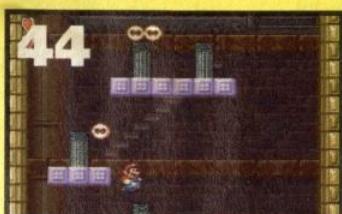


Go out. Jump from the roof and ride a bird left, leaping obstacles. Keep going till you reach a big ladder. Climb up and pull up the plant to enter the rocket.

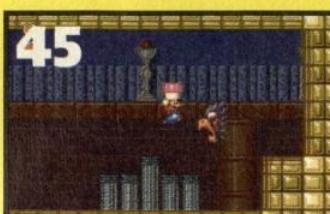


The screen wraps around, so you can flip across to avoid baddies. Build a platform so you can reach the ladders and get to the tough Birdo at the end of the level.

WORLD 7-2



Use speed to avoid the Slyguys. On the lower platform, stand on the pillar and jump the Spark till there's a gap letting you reach the platform and chain in one go.



Beat the Birdo, get the key and go right. When you use the crystal ball, the bird mouth comes to life and attacks you. Use the mushrooms to make it open.

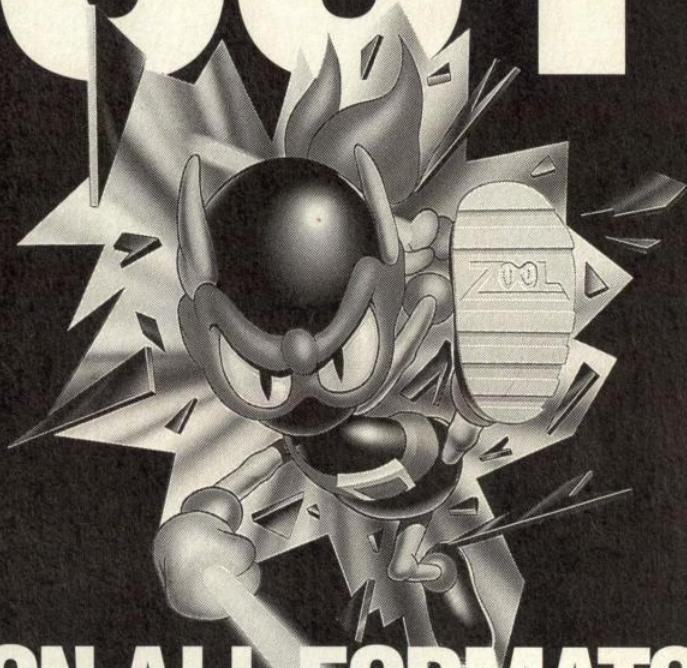


Now you have to fight Wart, the final boss. He looks tough but he's a sissy. Keep your finger on Y so you can get out of trouble fast. Run between the bubble to get the veggies and jump off left.



Jump on the left platform, then jump just before Wart blows his bubbles. At the same time, throw the veggie to hit him as he blows. This will damage him. Repeat until he snuffs it.

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1

To get things rolling, go and get your shield from Tarin. Follow the path to the beach. Hold the shield button down to flip the urchins and grab the sword.



2

Go through the forest to the cave. Go through the cave and push the blocks out of the way and out the other side to get the toadstool.



3

Now go to the witch's house. She will turn the toadstool into magic powder.



4

Go to the raccoon and use the powder on it to take it into Tarin. Now go up to get the Tail Key.



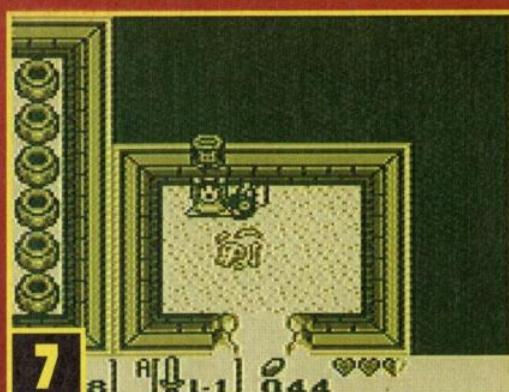
5

Before going to the dungeon, go to the shop and play the Trendy game. To win the game, position the shadow of the crane over the Yoshi doll and press to pick it up.



6

Take the doll to this house and give it to the woman. She'll give you the ribbon in exchange.



7

Take the ribbon to the house here and give it to Bow Wow, who will give you the dog food.



8

Head to this shop on the beach and give the dog food to the crocodile, who will give you some bananas in return.



9

Now make your way to the Tail Cave and use the key at this point.

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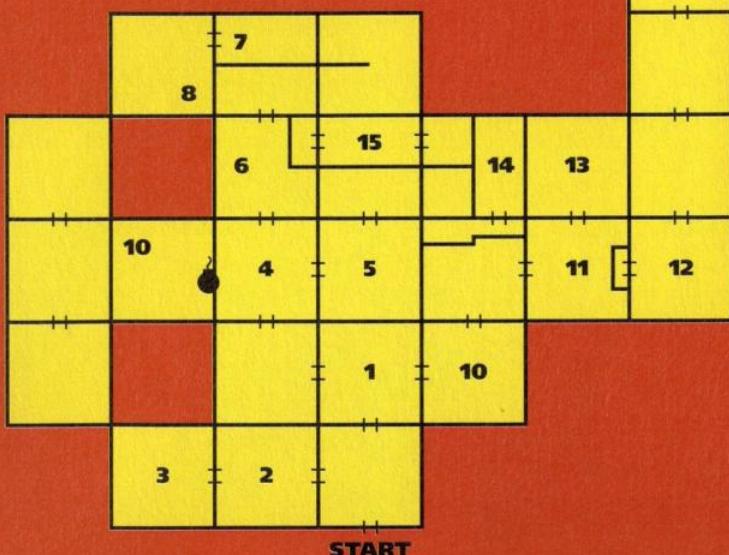
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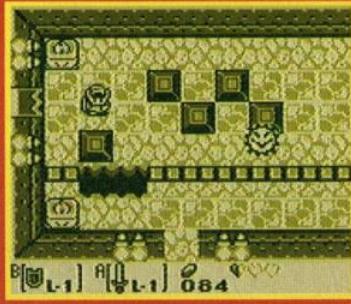
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Dungeon 1: Tail Cave

The numbers in the text below refer to the numbered rooms shown on the map. Just follow the instructions for each room.



- 1 Go up, kill the monsters and step on the switch to get a key.
- 2 Head back down and left and knock the monsters in the pit to get another key.
- 3 Go to here and kill all the monsters. Open the chest to find the compass.
- 4 Kill the snake to make a chest appear and add 20 rupees to your total.
- 5 Just open the chest to get another door key.
- 6 Use a key in the top door.



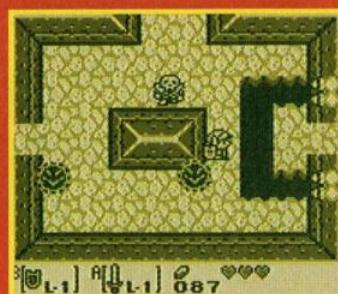
- 7 Push the block here to open the door.

8 Flip the monsters over with your shield and then hit them with your sword. Wipe them all out to make the stairs appear.



9 Go through the easy 2D section, then up to get the Roc's feather. You can now jump round.

10 Kill all the monsters to get the map.



11 You need the Roc's feather before you can jump across this gap.

12 In this room, jump over the rolling log then hit the monster with your sword. Try to hit him from below in order to keep knocking him backwards. Keep using this method and you'll eventually kill him.



13 This is really mean. You've got to hit the monsters to freeze them, but you've also got to match the flickering symbols on their bodies as you hit them. Grab the fragment and then read what's on the slab.

14 Use the feather to jump over the gap.

15 This is where the Nightmare Key is!



16 Get in the centre of the room and keep aiming for the tail of the monster. Keep slashing to defeat it. You'll get a full heart and will find the Full Moon Cello in the next room.



After leaving the Tail Cave you'll be told to go to Gopongo Swamp. First collect these items.



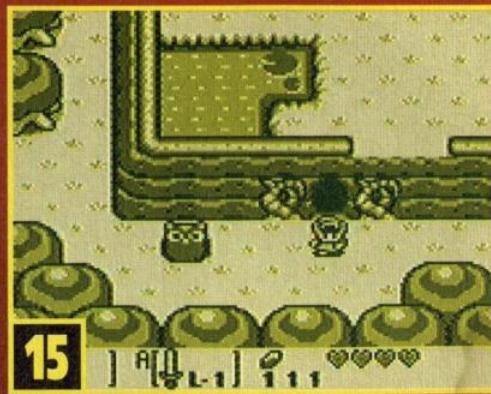
Cut the bushes and jump into the well to get a piece of heart.



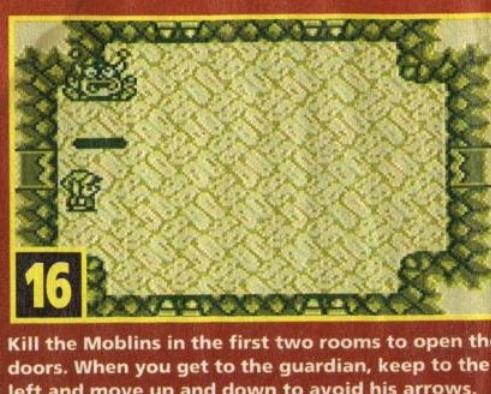
Accept the fisherman's offer and try to catch the big fish below to get another piece of heart.



Go here and jump over the holes to gain a third piece of heart.



From there, head up and right to this cave, which is the Moblin's hideout.



Kill the Moblins in the first two rooms to open the doors. When you get to the guardian, keep to the left and move up and down to avoid his arrows. He'll charge you. When he hits his head on the wall, hit him with your sword. Repeat to kill him.

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ASCIIWARE

TM

**17**

Go into the next room and grab Bow Wow, as well as his lead.

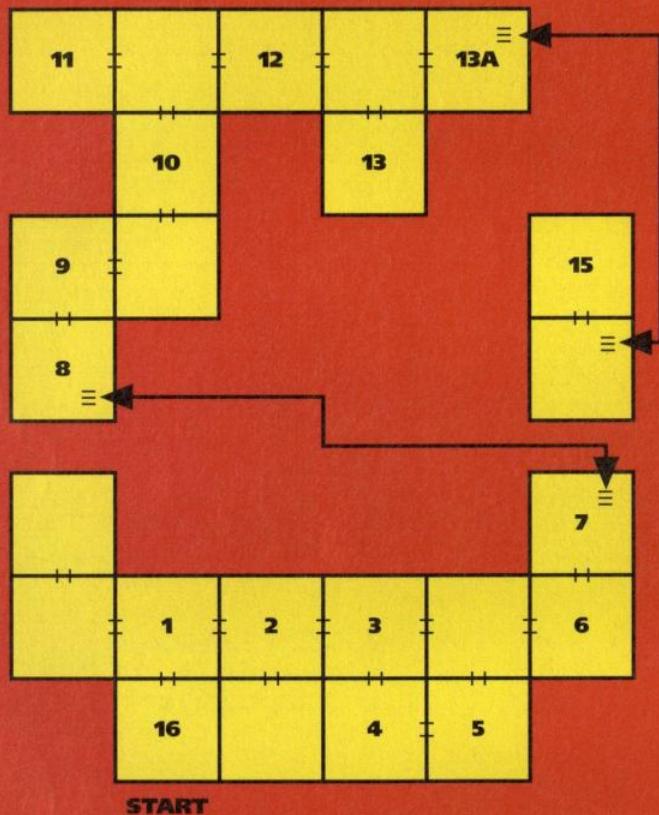
**18**

Take Bow Wow to the swamps. He eats anything, including plants. Go down and right for 50 rupees.

**19**

Go here, stand still and Bow Wow will get you into the Bottle Grotto.

Dungeon 2: Bottle Grotto



1 Use the magic powder on these lamps in order to open the right-hand door.

2 Force the bouncing skeletons back into a corner and then destroy them. Once you've killed them all, a key will be revealed in this room.

3 Hit the switch to make the blobs go down.

4 Once again, hit the switch to open the chest. Inside the chest you'll find a key. Now go to the right.



5 Use the Roc's feather in this room, which will enable you to jump across the gaps. Then hit the switch to make a chest appear. Inside the chest you'll find another key.

6 Flip these nasties with your shield in order to kill them. When you've killed them all, the exit will be revealed.

7 In this room, push the blocks onto the image of the diamond in order to make the staircase appear.



8 Go left and light the torch to see where you're going. Use the Roc's feather to reach the flying heart.

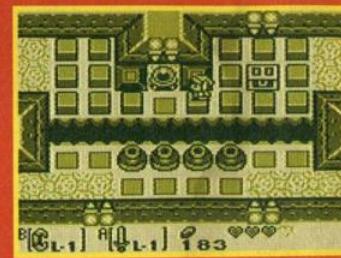
9 To beat this nasty, stay at the bottom of the screen and move left to right constantly. When it rushes at you, sidestep it and go behind him, slightly to the right. Swipe downwards to hit it in the head then move out of the way as it throws a bomb at you.

10 Use the Roc's feather to jump away from the pull of the magnet.

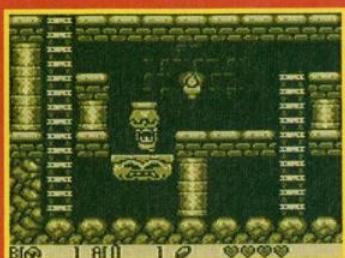


11 Light the torches to make the ghosts vulnerable. Kill them all to make a chest appear. Inside the chest you'll find the Power Bracelet.

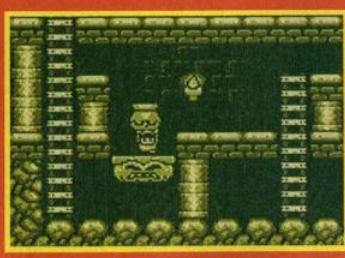
12 Hit the switch and move onto the block beneath it, then hit the switch again and move right once. Hit the switch and go right again. Open the chest by standing on the raised blocks.



13 Move the block to release the rabbit. Throw a pot at it to kill it. Kill the bat and the guard to make a chest appear - inside is the Nightmare Key. Kill all the monsters in the next room to make the stairs appear.



14 Pick up a pot on the 2D screen and lower it onto this platform.



15 Stand here and wait until the demon throws fireballs at you, then move slowly to the left of the room and stand by the door. The demon will go into the bottle and chase you. Hit the bottle to stun it, then pick it up with the Power Bracelet and throw it against the wall. Do this three times and the demon will fly after you. Hit it. Go to the bottom of the screen and move from one side of the screen to the other. As long as you're moving, it will miss and you can hit the demon. Beat him and you'll get a heart. In the next room is the Conch Horn.

16 Come back here to collect 50 rupees from the chest.

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SUPER PLAY

ISSUE

15

DECEMBER 1993

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TOP TIPS

Super Play shows you how to squeeze the most out of your games.



ISSUE 14

Ah yes, issue 14 is especially good, with reviews of *Sky Blazer*, *Plok!* and *Cool Spot*; all about *Street Fighter II Turbo* combos; a guide to – eek! – horror anime; and loads more great things.

THE WHOLE WORLD OF SNES

Super Play brings you Super Nintendo news from around the world. Especially from Japan, where the SNES is huge.



December issue on sale now!

And the bumper tinsely Christmas issue goes on sale on 2 December! 'Tis a reason to be jolly, that's for sure.



20

After Bottle Grotto, it's time to take Bow Wow home (shame). On the way, go in this cave and use the bracelet to move the shell for an easy 50 rupees, then get another 20 in the cave on the left.



23

Take Bow Wow back to Madame Miaow-Miaow and then head to the Prairie.



26

Hit this bush and go through the underground section into the castle.

It's not over yet! Our complete solution for this ace game will continue next month (and the month after, if necessary), so look out for more Zelda antics soon. Thanks to Paul Weaver for actually playing the game from start to finish (phew!) and making it all intelligible. Sort of.



21

Go into the shop in town and get the shovel and 30 bombs (you should have enough money by now). Go in and out of the shop repeatedly in order to make the bombs reappear.



24

From the start of the Prairie, go to here on the map – Richard's Villa. He will ask you to get his golden leaves in exchange for the Slime Key.



27a Go around the castle and throw the rocks at the raven, then whack it with the sword.



27b Go around the castle to here and keep hitting the guard who pops out of the floor.



27c Go in the castle and kill all of the monsters to get the third leaf.



27d Go upstairs and drop a bomb here to release a guard. Kill him for the fourth leaf.

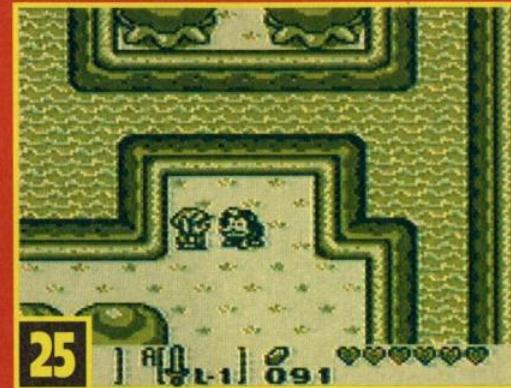


27e Throw a pot through this door. Move in and out against the guard, hitting him for leaf 5. Take the leaves to Richard, who'll open his secret door.



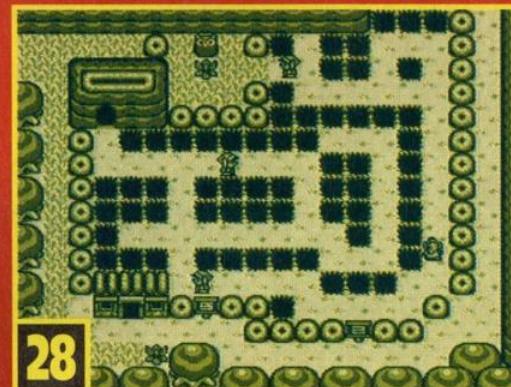
22

Go to the cave in the woods and pick up the skulls to get the fourth piece of heart.



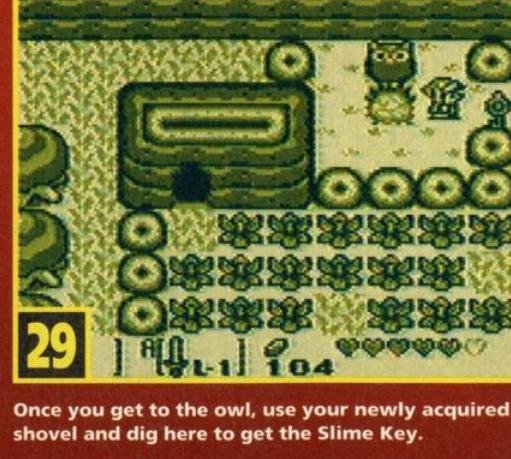
25

Go to the castle and then right. You'll meet Kiki the monkey. Give him the bananas and he'll help you across the gap. Also, take the stick.



28

Go through the secret door and up the corridor, then go right up the stairs and follow this route to get to the owl.



29

Once you get to the owl, use your newly acquired shovel and dig here to get the Slime Key.

Send all your questions and codes to: Q&A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Q In TOTAL 22 we posed a question about Super Ghouls 'n' Ghosts for the Super NES. We wanted to know how to get the Super Beam Weapon (also known as the Goddess Bracelet) as quickly as possible. Well, we finally have the answer. Take it away, Gaz.

A Using the level select, start the game on 7-2. Kill the guardian and the princess sends you back to the start. You can now collect the bracelet on any level of the game, providing you have the Golden Armour. The next chest you open will contain the Sun Shield. Collect that and your next power-up will be the Goddess Bracelet. Hooray!

Garry Terret, Sunderland



Been waiting since issue 22 to know how to get the Super Beam Weapon in double-quick time? Your wait is now over!

Q & A

Cheat cart codes

Action Replay codes

There's a hotline for each format, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992

ACTRAISER



7E001C02 Infinite lives
7E001D08 Unlimited energy for Knight
7E0282FF 225 spell points

7E028808 Infinite energy for Angel

7E02A60X Gives an infinite item in Sim Mode. Change X for a letter or number (except 1-4)

BATMAN RETURNS

7E008C03 Infinite lives
7E008A63 Infinite energy

DRAGON'S LAIR

7E0FF903 Infinite energy
7E0FFB02 Infinite lives
7E0FF605 Infinite time

Q On Terminator 2 for the Game Boy, I can't get past level 3, the one with all the circuit diagrams. Could you help me?

Philip Anthony, Surrey

A We published a complete solution to T2 in TOTAL 6 which showed all the circuits you'll be faced with. We haven't got enough space to print them again, but there are only six, so you shouldn't have too much trouble mapping them. You should then be able to recognise which diagram you're faced with. Don't forget that you can pause the game when studying tracks, and that holding down SELECT will actually slow the timer. Hasta la vista, baby!

Q I am a bit sad at Pilotwings. I can't do the Secret Command after lesson 4.

Johnathan Sperry, Bracknell

A This is the first Secret Command and involves rescuing hostages. The trickiest part of this is avoiding the cannon fire. Go as fast as you can and as high as you can, constantly moving back and forth. The radar in the top left-hand corner will tell you the location of the heliport where the hostages are being held. Wait for the lock-on noise and for the cross-hair to turn red before firing your missiles – this should help you target the cannons hidden in foliage. One final word of warning: don't try to land until all the cannons have been taken out, or it's curtains!

Q Please help! I'm stuck on the final level of Pilotwings. During the Helicopter Rescue, I keep getting shot down, despite blowing up all the exposed and hidden gun emplacements!

Keith Murray, Cheshire

CASTELIAN

010246C3 Unlimited lives
079912C5 Unlimited time to complete a level

CRASH DUMMIES

016084C0 No time limit
01058AC0 Infinite lives

RETURN OF THE SWAMP THING

0840C7C1 Infinite energy

GREMLINS 2

NES TACTIX
0000AD06 Infinite energy
00056CFF Gives you 255 crystal balloons
00050C01 Infinite balloons

BART VS SPACE MUTANTS

00066403 Infinite lives
0004B202 Bart becomes invincible

ADDAMS FAMILY

01XX65C0 Gives you extra lives – just replace XX with any number you choose and you'll be awarded that number of extra lives. (And you'll need 'em!)



We've got a special treat for Pilotwings fans this month - a double-bill of Pilotwings Qs, and, indeed, As!

A Stick at it, buddy - you get a super end-of-game sequence, so it will all be worthwhile! The first thing anyone who hasn't reached this level will want to know is the password to get straight on to Secret Command 2 - the number you require is 882943. This mission takes place in complete darkness, so the hostile cannons and gun emplacements are very tricky to spot. Chances are you haven't actually taken them all out and are getting bagged as you try and land. Pay particular attention to the foliage. Stay as high as you can when bombarding the cannons. Make sharp left and right turns to avoid enemy shots. Don't drop to the heliport until you're sure you've cleared the area.

Q I am writing to you because I need help on Zelda II for the NES. Please, please, please could you tell me where to find the flute. I've looked everywhere for it, but still no luck. By the way, your mag's totally brill!

Daniel Taylor, Leigh, Lancashire

A Your quest is at an end. The flute is in palace 5, on level 5. You have to work your way up through the elevators. Use the magic fairies to pass the high wall and use falling blocks to form stairs. Jump up and walk through the end wall on level 4.

Q Could you help me on Turtles 1 for the NES. I have read your excellent guide, and have now progressed to the Technodrome, where I keep getting horribly killed. I would be very grateful if you could print a solution.

Marlon May, Oxford

A This is the giant tank at the end of level 5 - it's a right tough one. First, you have to disable the force field around the tank. Stop any more foot soldiers from coming out by blowing up the hatch door. Next, take out the guns. All you have to do now is wait for the eye of the cyclops to open and throw something into it. Simple. Don't forget, there's a handy cheat for Turtles which gives you infinite lives. Re-enter the first sewer, go down the ladder and grab the pizza. Do this 30 times and you're sorted.

Q I'm mightily tired of having to plough my way through all the levels on Rad Racer, and my friend has told me there is a level skip, but won't tell me what it is. Can you help?

Jessica Moss, London

A Glad to oblige, Jessie. After selecting your car, press **B** as many times as you need to - from no presses for course 1 up to seven presses for course 8. Now all you have to do is go to the level you've selected and press **DOWN**, **UP** and **RIGHT**, followed by **START**.

Don't ask us - we just work here!

Even game heroes like us don't know everything. These are some of the questions we couldn't answer. If you can help, drop us a line at the usual address.

Q Are there any cheats for NES Open and NES Kick Off?

Richard Shannon, Hitchin, Herts

Q Please can you help me on Super Turrican for the NES. I can't get past level 5-1. I have tried every route, but still can't get through to the end.

Philip Quinn, Blackburn

Q I would kill for any cheats on Starwing. Anything decent like unlimited lives, invincibility or a level skip. There must be something.

Bill Emlyn-Jones, Southampton

Q How do you beat the Spider Gremlin, the boss at the end of level 4 on Gremlins 2 for the Game Boy?

George Knock, Essex

Q I have Street Gangs for my NES. Do you have any cheats for it, please?

Steven P Jones, Clwyd

Q I have heard that there is a cheat for Striker on the Super NES which allows you to play league teams instead of international teams. Do you have any idea what it is?

Stuart Coull, Dundee

Game Genie codes

THE MAGICAL QUEST



C2BADD5

Infinite lives

C2E5D462

Protection

against most hits

C23E6F65 Infinite magic

DFEOF0F68 Each gold coin worth

10 coins

DCAED4D7 Start with 10 hearts

1B2D64A5 with **4A2D67D5**

High jump

1B2D64A5 with **4D2D67D5**

Mega jump

1B2D64A5 with **F02D67D5**

Turbo jump

MORTAL KOMBAT

For these codes to work, you mustn't alter any settings on the option screens. For two-player games, don't alter the handicaps for either player.

C980CB94 Infinite time
DF6114DD Start on match 2
D46114DD Start on match 3
D76114DD Start on match 4
D06114DD Start on match 5
D96114DD Start on match 6
DC6114DD Start on match with Goro
D86114DD Start on match with Shang Tsung

POP 'N' TWINBEE

CBCBC4A6 Infinite health
C2AFCF6B Infinite credits
3CCFCDA8 Infinite mini-transformation attacks
DD65340F Heart restores health

HOOK

NES TACTIX
AAETXYZE Start with nine lives
SZNYAEVK Infinite lives, player 1

SZNNIEVK Infinite lives, player 2

GXKSOIST Infinite energy, player 1

GXVIKIST Infinite energy, player 2

MARIO BROS. 3

PSTIPS Mad level
00KXGLIA Start/stay as Raccoon
00KXGLIE Start/stay as Frog
XEKXGLIE Start/stay as Tanooki
PGTIPS Enemies cannot attack
KXXXGLIA Indestructible Mario (cannot finish game)

BART VS THE SPACE MUTANTS

OPSYVUGA Floating jump
PAXNGYAE Get one extra life for every coin
PAUZNTA 87 Coins and an extra life for every coin picked up

PROBOTECTOR

GB TACTIX
091-82F-E62 Start with nine lives
051-87F-E6A Start on any level from 1 to 4

051-8CF-E6E Start on level 5

216-CDA-4C1 Infinite lives

PIT FIGHTER

008-6DA-B30 No loss of energy for either player
098-19D-E6A Sets opponent's energy (second letter in code)
00E-1EB-A22 More moves and more power
00A-549-E6E Infinite moves

NEMESIS (UK)

007-42D-D51 Everlasting super-shield

C9D-D7E-081 Invincibility

LOONEY TOONS

008-9CF-E6E Infinite time
028-9CF-E6E Faster timer
00B-02E-E6E Infinite lives
091-ECF-E62 Start with nine lives

We're always on the lookout for new Action Replay and Game Genie codes. If you know any codes, send them to us!

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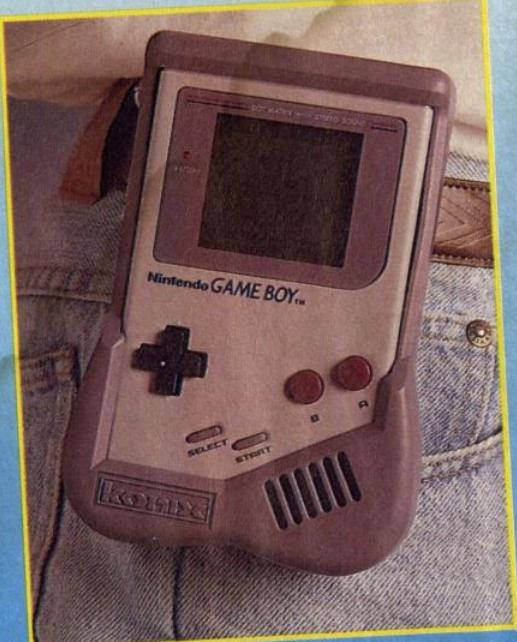
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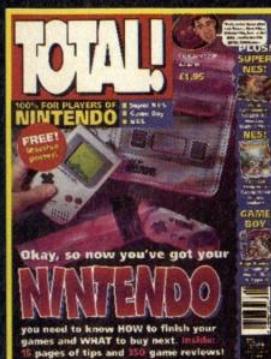
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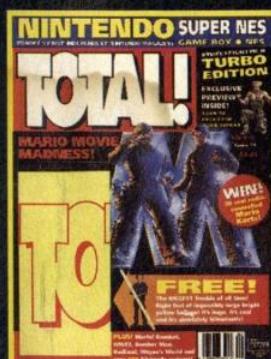
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ISSUE 12 • code: TOT12



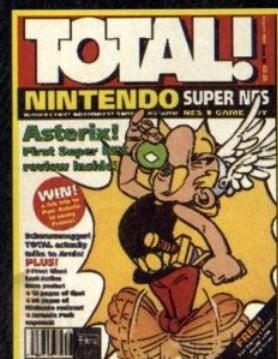
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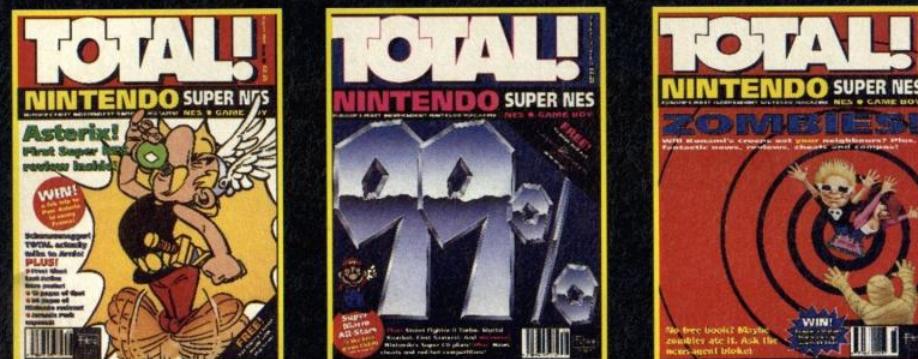
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ISSUE 21 • code: TOT21



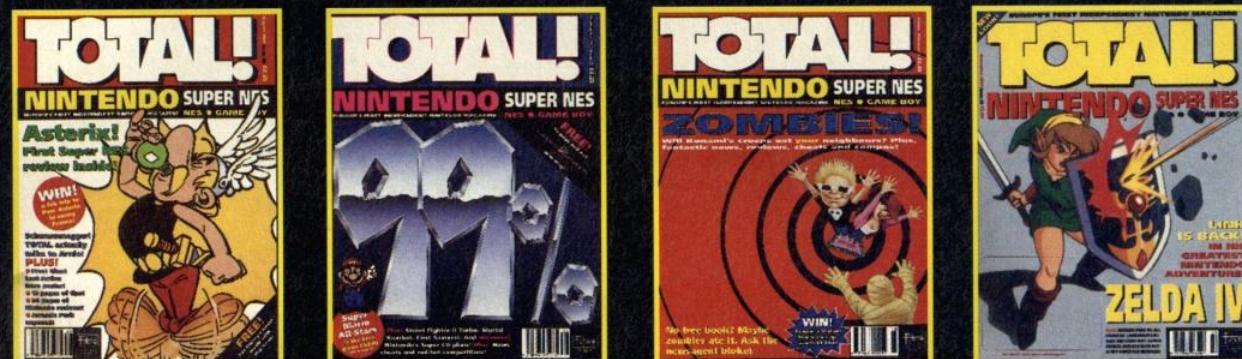
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ISSUE 18 • code: TOT18

ISSUE 23 • code: TOT23

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● NES with 12 games, inc. Mario 3, Battletoads and Micro Machines. Worth £350, sell for £200 ono. Phone after 6pm and ask for Neil.

Tel: 0243 864814

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Tel: 021-444 5553

Replay, or sell for £30 with manual and two cheats. Also wanted, information on English Terminator 2 Fan Club.

Tel: 061-798 5188

● Game Boy, GB carts, NES carts and mags at very low prices. Write with sae for list to:

Gavin Hogg, 147 Bolton Hall Road, Bolton Woods, Bradford BD2 1BQ
It's too good to miss!

● Super NES carts, Super Star Wars £32, Street Fighter II £35, Robocop 3 £15. Game Boy carts, Robocop £5, Dragon's Lair £5.

Tel: 0437 767868

● NES for sale, vgc, two joypads and Zapper, four games, SMB1, 2, 3 and Duck Hunt, £60 ono for quick sale.

Tel: 0622 75094

● Game Boy for sale, five games and Game Genie, excellent condition, £100.

Tel: 0524 271459

● NES for sale with five games, including Micro Machines and SMB3, plus Zapper and two control pads, £85 ono.

Tel: 0296 714100

● Yo! I am selling 30 Spectrum games, some boxed, for £15. What a bargain!

Tel: 0329 827670

● UK Super NES and 11 games, including Street Fighter II, Mario Kart, Super Soccer, Game Genie and more, worth £700, sell for £575 and free magazines for right caller.

Tel: 081-969 3421

● Six Game Boy games for sale, including Mario 1, Solar Striker, Paperboy 2, T2 and Motocross Maniacs, between £10-15 each, and Turtles, £8.

Tel: 0621828026

● For sale, Game Boy with 31-in-one cart, 10 good games, Game Genie, all leads and cases,

will sell for £150 or swap for Game Gear complete with games.

Tel: 0706 345621

● Game Boy for sale. Comes with WWF1, Super Hunchback, Tetris, carry case, mains adaptor and recharge, only £100 ono.

Tel: 0727 839717

● Game Boy for sale, with six games, game light, four-player adaptor, all for £60, boxed. Ask for Mark, 3:30-9pm

Tel: 0273 413945

● For sale, NES games, Super Mario Bros. 2 £21, McDonaldland £21, Silent Service £21, Gauntlet 2 £11, Super Star Wars £21 and Mario And Yoshi £11, or all for £95.

Tel: 0734 560640

● NES with three games, Mario 1, Addams Family 1, Donkey Kong. Sell for £130. Excellent condition. Ring from 4:30 to 7pm

Tel: 0504 741236

● TOTAL issue 1. Reasonable offers accepted.

Tel: 091-534 5776

● For sale, SNES Super Mario World Pack + Pilotwings and Desert Strike, all UK PAL and all boxed, £125 ono. Can be sold separately.

Write to: John Hugesson, 50 John Kennedy Hse., Rotherhithe Old Road, London SE16 2QE

● Super Scope for sale, excellent condition, still boxed with games bought with it, £40.

Tel: 0594 543815

● For sale, NES games, Turtles £15, Mega Man 2 £25, Marble Madness £15 or all for £50. Also for sale, Game Boy WWF £15. Ask for Anna.

Tel: 091- 536 3167

● UK NES for sale, includes all wires, game/TV box and nine games (Including SMB1, Turtles, Tiny Toons, Gremlins 2 and Pro Wrestling), has two controls and Zapper. Worth £190, sell for £100 ono.

Tel: 081- 428 9665

● Game Boy, earphones, Game Link and Nuby carry case and games, Mario Land 1 and Mario Land 2, Spider-Man, Bart Simpson's Escape From Camp Deadly, Tetris, and Turtles 1 and 2 (seven games), £85. Ask for Adrian.

Tel: 0322 284047

● NES for sale, two controllers, one NES Advantage joystick, one Zapper gun, seven games – one game unboxed without instructions, £140.
Tel: 0293 517324

● NES game system, Zapper gun, six or eight games, two control pads (sorry, not in box). Sell for £100.

Tel: 0384 412393

● Super bargain, NES + Zapper and 18 games, worth £550, going for £240!

Tel: 0223 871660

● UK Super NES plus two control pads and 17 UK games, including Starwing, Desert Strike, UN Squadron, Super Mario Kart + World, Aguri Suzuki F1, Zelda, etc., whole lot £500, will consider selling games + Super NES separately. Phone between 7am and 5:30pm.

Tel: 071-403 6111

● Super NES, ASCII pad, StarFox, Zelda, Contra III, Street Fighter II, Sim City, £235 ono. Excellent condition.

Tel: 071-916 4185

● Game Gear, eight games, mains adaptor, £50 ono. Super NES, five good games, Game Commander joypad, Action Replay, £200 ono.

Tel: 0380 124955 x2814

● Super Protector for sale, game and box in perfect condition, like brand-new, only £35.

Tel: 041-644 1573

● Super Tennis UK £35, Street Fighter II UK £35, Zelda III UK £30. US Games, Wrestlemania £30, Super Ghouls And Ghosts £30, Tiny Toons £25, or will swap for Street Fighter II Turbo.

Tel: 0553 765712

● Super NES for sale with controllers, SFII, Super Mario Kart, SMW, Super Adventure Island, worth £200, selling for £170.

Tel: 0436 76966

● NES Game Genie £15, two game holders £10, Intruder 5 Joystick £20 and Flight Grip £10, or swap for Game Boy or good Super NES game.

Tel: 0737 763248

● For sale, Super NES with seven games and scope plus two converters and three joypads, £200 ono. Phone after 8pm.

Tel: 081-571 6063

● US Street Fighter II Turbo. Unplayed, unwanted present. Sell for £60. Ask for Iain.

Tel: 0244 375455

● Game Boy, 12 games, battery pack, Action Replay and more, worth £400, will sell for £200. Super NES games as part exchange acceptable. Must be able to collect. Call Tom.

Tel: 0329 825215

● NES for sale, including Four-score, four joypads and 10 games, inc. SMB3, Kick Off and Micro Machines, only £120, all boxed, will sell games separately. Great Christmas present.

Tel: 0403 264926

● GS games for sale! Castlevania Adventure, Spider-Man, Ghostbusters 2, Terminator 2 and Princess Biblette, all £12 each.

Tel: 0491 838814

● For sale, NES games, Battletoads £20, Turtles £15, Rainbow Islands £20, Mega Man 2 £18, Probecter £10, Kickle Cubicle £10, Battle Of Olympia £15, Solar Jetman £12.

Tel: 0376 563518

● NES for sale with two controllers, Super Mario Bros., Duck Hunt and Solstice, £30.

Tel: 081-892 6905

● Game Boy for sale with Tetris, Super Mario Land, Gremlins 2, case and earphones, £55.

Tel: 081-892 6905

● For sale! Terminator 2 (GB) game for £15, instructions and box included. Phone after 6pm and ask for Shun Lai.

Tel: 081-761 1132

● All issues of TOTAL and GamesMaster magazines, in excellent condition.

Tel: 0276 21163

● Brand-new Super NES with five games, including WWF Royal Rumble and Alien', plus two joypads, price £300 ono.

Tel: 0233 620494

● Game Boy for sale with eight games, including Dr Franken, Mickey Mouse, Addams Family, plus Nuby carry case, worth £235, yours for £130 or swap for Super NES with two joypads and at least two games (if poss Mario Kart). Phone Robert. Must be Essex area.

Tel: 0206 42615

● Bugs Bunny 1 and Super Mario Land for sale, £15 each or swap for Lemmings, Dr Franken or Faceball 2000. Good condition with booklets.

Tel: 0794 390479

● For sale! Super NES games, Mickey's Magical Quest, Super Kick Off and Prince Of Persia, £25 each or £75 the lot.

Tel: 0676 41222

● Super Soccer, Smash TV, Lemmings, F-Zero (UK), Street Fighter II, Wrestlemania (US), £25-30. TOTAL issues 1-15, £4-8.

Tel: 0926 640997

● NES for sale with eight games, including SMB1, 2 and 3 and Maniac Mansion etc., £150.

Tel: 0753 866946

● Super Pro, numbers 4, 6, 7 and 8, £1.50 each or £6 the lot. Mint condition. Also wanted, SFII, will pay £20, and SMB4, will pay £15.

Tel: Horsham 272122

● NES for sale, four games, four joypads, Four-Score, £70 ono.

Tel: 0994 240955

● Alien' (UK SNES, good condition) for £30, or swap for Mickey Mouse, Another World, Super Tennis, Desert Strike or Striker.

Write to: Matthew Robinson, 111c Belvedere Rd, Upper Norwood, London SE19 2HY

● NES for sale, two control pads, four games, including Mario 3 and Micro Machines, boxed and as new, all in good condition, £80. Phone After 5.30pm.

Tel: 0222 842171

● Super NES, boxed and guaranteed, two keypads (one a Pro Pad), five games, very good condition, £170 ono. Phone after 7pm and ask for Phil.

Tel: 0934 627533

● For sale, UK NES games, Boulderdash, Chip 'n Dale, Silent Service and Rad Racer, all boxed with instructions included, £20 each.

Tel: 051- 920 9607

● NES, good condition, seven games, including Micro Machines, £150. Ring Martin, weekdays.

Tel: 0344 776894

● Super Famicom (Jap), SCART with JB King controller + 11 games and adaptor, £300. PC Engine GT/Turbo Express + three games, £150. All mint condition and boxed.

Tel: 081-449 0082

● Super NES games for sale, Mickey's Magical Quest £30, Starwing £30, excellent condition. Ring Mike after 4pm.

Tel: 081-646 6791

● Master System with 13 games for sale at £180. Original price paid, £380.

Tel: 081-642 7025

● Amazing deals: Super NES Street Fighter II for 25 quid unboxed, Pilotwings for 25 quid unboxed. Ask for Jamie, weekdays, after 4pm.

Tel: 0590 5753541

● Super NES with two games, SFII and Super Protector with special joypad, for sale, £120.

Tel: 081-642 7025

● For sale, Amiga 600, 50 games, two controllers, one mouse, Disk Bank, printer. Only three months old, hardly used, only £300 ono.

Tel: 091-483 8825

● Game Boy with 12 games, AC adaptor and carry case, Alien', Prince Of Persia, Dr Franken, Bomber Man and more. Accessories included. Worth £360+, will sell for £160 ono.

Write to: Matthew Robinson, 111c Belvedere Rd, Upper Norwood, London SE19 2WY

● SNES for sale, four games, SFII, UN Squadron, Super Kick Off and Super Strike Eagle, two joypads, all boxed, for £200.

Tel: 0995 811771

● Want TOTAL issues 1-7? Perfect condition, £30 for set. Also, N-Force issues 1-2.

Tel: 0623 870377

● For sale, Amiga 500 with 250 games + utilities and second disk drive. Also inc joystick and mouse. £200.

Tel: 0883 652332

● SNES game, Street Fighter II, for sale, excellent condition, as new, £45 ono.

Tel: 0384 233630

● TOTAL issue 1, 2, 3 and 4, £5 each or £15 the lot. Also, 25 assorted other computer mags, £5. Phone Michael after 4pm.

Tel: 041-641 3261

● Laser Scope for NES, £12. NES game, Ghostbusters II, £15 or swap for Rainbow Islands or Dizzy.

Tel: 0869 346554

● NES for sale, seven games, including Krusty's Fun House + NES Golf, two joypads + gun, boxed. Will sell separately, £180 ono.

Tel: 081-859 4683

● Game Boy for sale, six games, adaptor, case, good condition, worth £150, sell for £85 ono. Phone Martin.

Tel: 081-428 3950

● Commodore 64 for sale, near-perfect condition, includes two joysticks, over 20 games (eg Turbo Outrun, Batman, WWF Wrestlemania), All also in near-perfect condition, worth £160, sell for £110 ono. Phone and ask for Guy.

Tel: 081-660 5603

● NES for sale, + three joysticks, inc. NES Advantage + 13 games, inc. SMB3, Double Dragon, Batman, Gauntlet II, etc., all items boxed, full instructions, vgc, £120.

Tel: 0622 862539

● NES for sale, unboxed with four games, Bayou Billy, Tennis, Golf and Punchout, one joypad, adaptor leads and plug. Excellent condition, £70 ono. Phone after 4pm. Ask for Wayne.

Tel: 071-251 4195

● Game Boy with nine games, including Mortal Kombat and Mario 2, Magnilight, all boxed with instructions, £150.

Tel: 0732 833376

● Spectrum ZX+2 Sinclair for sale, three joysticks included, 200+ games (tape), worth £200 but will sell to you for £125 ono.

Tel: 0283 219315

● SNES games for sale! Alien', The Addams Family 2 (Pugsley's Scavenger Hunt) and Zelda III, all games £20 each. Ask for Fraser.

Tel: 041-942 2842

● Boxed Nintendo (NES), Zapper, two joypads, 14 games, SMB1, Low G Man, Lemmings, Dragon's Lair etc., £230 ono. Ask for Paul.

Tel: 0935 841582

● NES + 10 games, Dizzy, Duck Tales, SMB1, 2 + 3, Zelda II, Little Nemo, Donkey Kong, Mega Man 3, Bubble Bobble, all games boxed and manuals, mint condition, £120.

Tel: 0302 350375

Swaps

● Wanted, UN Squadron for my Super NES. In return I will give you Wrestlemania and Spider-Man/X-Men, two for one. Must include instruction booklet.

Tel: 0532 672680

● SNES swap, my Spider-Man And The X-Men for almost any other game. Phone Peter.

Tel: 0247 2734410 I will swap Home Alone, Bugs Bunny, Track Meet, King Of The Zoo for any other Game Boy games. Not boxed.

Tel: 0202 691510 I have Smash TV (TOTAL 93%) for Super NES. I will swap for Striker or NHLPA Hockey.

Tel: 081-892 9205

● I will swap Lemmings for NPHLA Hockey '93 or Super Mario Kart for Desert Strike, Super NES (Japanese version).

Tel: 081-540 0461

● I will swap Batman, Low G Man, Top Gun, Super Mario 2 for Super Mario 3, Wrestlemania Challenge, Monk's Quest or Mega Man 3.

Tel: 021-704 1607

● I will swap Super R-Type for the SNES (American) for almost any game or will sell for £25. Ring after 4:30pm.

Tel: 0532 520370

● SNES. Will swap my top games, Tiny Toons, Super Mario Kart, Cybernator, Starwing, Super Aleste, BOB (USA version) for Axelay, Bubsy, Mario All-Stars, Lost Vikings, Mortal Kombat, UN Squadron or any other game (will accept USA/Jap). Ask for Charles.

Tel: 0737 844738

● Wanted, Desert Strike for SNES. Will swap Alien³ or Street Fighter II.

Tel: 0924 265062

● Swap my Ultima, Solomon's Club, Bugs Bunny 2 for Final Fantasy 2 or Battle Of Olympus. Others considered. Game Boy only. Phone Jim.

Tel: 0506 670557

● NES swap, will swap Castlevania II for SMB2 or Duck Tales or sell for £20.

Write to: Richard, 8 Medwin St, London SW4 7RS

● SEX! Now I have your attention, I have SFII on the Super NES and will swap for a good game.

Ask for Keester.

Tel: 081-854 1015

● Golf, Paperboy, Super Mario Land, Robocop, Best Of The Best, R-Type, Prince Of Persia, all for the Game Boy, sell or swap. Call George after 5pm.

Tel: 071-821 5174

● SNES Swap. I will swap my Bart's Nightmare or Super Twins, both boxed and with instructions, for Alien³ or any other game. I will sell either for £30 each.

Tel: 0707 658637

● I would like to swap Dragon's Lair for either Starwing or Royal Rumble. If you are getting tired of them then call me after 6pm weekdays.

Tel: 0428 684656

● I would like to swap my NES, with two control pads, one joystick, Zapper and four games for a Game Gear, with accessories and TV tuner if possible.

Tel: 0706 57082

● SNES Street Fighter II for sale, £25, Desert Strike, £25 ono, or will swap for Sim City, Tiny Toons or Super Swiv. Phone Chris.

Tel: 0297 445453

● Wanna swap SNES games? I will swap my Another World or Zelda III for your Mortal Kombat. Excellent or what?

Tel: 0294 212689

● Want to swap Chip 'n' Dale for Tiny Toons (NES)? Ring after 5pm.

Tel: (Swansea) 586579

● NES. Will swap Star Wars for NES Open Golf. Also swap Terminator 2 for Ultimate Air Combat, and Donkey Kong for Turtles. Instructions only and box for Donkey Kong.

Tel: 051-420 3997

● Swap GB games for SNES game. Alien', Tennis, Dynablast and Faceball 2000 for any good SNES game. All games in good condition.

Write to: Matthew Robinson, 111c Belvedere Road, Upper Norwood, London SE19 2HY

● I will swap my UK Starwing for your Super NES UK version of Pilotwings. Ask for Craig. Phone after 6pm.

Tel: 0294 68232

● I will swap a SNES, two control pads and three games for an Amiga 600/500+ and games.

Tel: 0382 89368

● NES swaps. Will swap Mega Man 3, Bart Vs Space Mutants for Battlegrounds, Snake, Rattle 'n' Roll, Micro Machines, Tiny Toons.

Tel: 0323 897941

● I will swap my NES with 10 games, Game Genie, for SNES with SFII + one other game if possible. Ask for Gareth after 4pm.

Tel: 061-737 4753

● Swap Zelda III for your Super Bomber Man or Super Probotector or Actraser. Ask for Ben.

Tel: 0623 871479

● SNES swap. Dragon's Lair or Pilotwings for Super Tennis, Super Star Wars, SFII Turbo or

Reader ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

To place an ad in TOTAL, write it in BLOCK CAPITALS on the coupon (no need to put your phone number in the text of the ad) and send it to:

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Remember, we work at least a month ahead of the date of publication. To have a chance of getting your ad in the January issue of TOTAL (out December 16), try and get it to us by November 5.

No trade ads accepted - so don't even try it!

'Alien'. Also consider sale.

Tel: 0473 788570

● NES swap, Turbo Racing, bosed, Mega man 3, boxed, Chip 'n' Dale, boxed, Bart Vs Space Mutants, boxed, Turtles, Kung-Fu, unboxed, swap for any decent game.

Tel: (Seaford, E Sussex) 897941

Wanted

● Wanted urgently, issue 11 of TOTAL. Will pay up to £5. Phone between 3-9pm.

Tel: 0902 726913 (anserphone)

● Wanted! Tiny Toons (UK) or Super Bomber Man with instructions for SNES. Will pay about £30. Phone evenings, ask for John (or Dad).

Tel: 0670 515806

● Wanted, SNES, NES and Game Boy games. All games considered. Please quote price.

Write to: Marc Dermody, 115a Plumstead, High Street, Plumstead, London SE18 1SE

● Super Nintendo and Sega Mega Drive games wanted. Will pay good price for recent games or will swap some.

Tel: 0527 32230

● Wanted, SNES games, will pay up to £25. 80 carts for swap from £5. Phone Brian after 2pm.

Tel: 0463 221173

● Wanted, NES Open Golf game, good price paid if in good condition. Phone Shirley.

Tel: 0392 211817

Pen Pals

● Hi, I'm Peter and I want lots of pen pals (m + f) aged 12-14. Must own NES and/or Game Boy. Photo if possible. Reply to all.

Write to: Peter G Jones, 25 Bro-Rhos, Bethel, Caernarfon, Gwynedd LL55 1AQ

● I'm looking for a pen pal, any age, must be into NES, not sensible if possible, m or f.

Write to: Daniel Fletcher, 188 Bedford Road, Birkenhead, Merseyside L42 2AT

● Hi, my name is James. I'm looking for a boy pen pal aged nine or 10. I am nine years old. Photo if possible.

Write to: James, 17 Chartwell Drive, Lisvane, Cardiff CF4 5EZ

● Hi, I'm Christine and I'm looking for a pen pal, male/f, aged 11 to 12. Reply to all letters.

Write to: Christine Finnegan, 14 Chatham Street, Edgeley, Stockport, Cheshire SK3 9ED

● Hi, I'm 17 and looking for some pen pals, male or female, aged 15-20. Interests include Star Trek, consoles and football.

Write to: Paul Benson, 17 West Doura Avenue, Saltcoats, Ayrshire KA21 5NS

● Hi, Steph here. Looking for a pen pal, m or f, aged 4-10, likes Super NES, NES, SFII, Mortal Kombat, hates Sega. Reply to every letter.

Ta-ta, dudes.

Write to: Stephanie Allman, 41 Howard

Road, Ashmore Park, Wednesfield, Wolverhampton, West Midlands WV11 2EY

● I am 13 years old. I would like a pen pal, m/f, who likes computers, aged between 1-14 years old. Photo if possible.

Write to: Elaine Canter, 16 Bradburn Road, Wakefield WF3 3OP

● Hi, my name is Ollie. I'm looking for a pen pal, m or f, any age, must like computers and consoles, 100% replies to all letters.

Write to: Oliver Smith, 34 St Saviours Rd, St Leonards-on-Sea, East Sussex TN38 0AP

● Hello, everyone out there, I am a 16-year-old who wants someone to write to, any age, anywhere in the world, owning a Game Boy and an NES, can be m/f. I like most sports and music. Write to you soon. John.

Write to: John Thatcher, 50 Paulton Rd, Midsomer Norton, Bath, Avon BA3 2QP

● Yo, I would like a pen pal. I am aged nine, have a Super NES, favourite game Starwing.

Write to: Sean M Cleary, 8 St Charles Square, North Kensington, London W10 6EE

Messsages

● Matt, many the Appletize, but can he walk unaided grasshopper? Good luck at uni. From Doggz Nige.

**● Happy birthday, Steven!
Lots of love, Mum, Dad, Von, Dani, Nicole and Jasper.**

● Hi, Chris, it's Michael Hunter here and Nintendo is much better than Sega! And hi to Shuggy as well.

● I'm really bored and I wanted my name in a smart mag, so here it is: Chris Wood.

Fanzines

● Join the best games club on the planet! We've got tips/cheats, game swaps/sales and loads more. For free info, send stamped, addressed envelope to:

PO Box 124, Sheffield S31 8ZT or

Tel: 0274 584809

● For sale, wrestling videos (WWF), £7 each for 2-3 hour videos, £5 each for 1 hour videos, Wrestlemania IV, £10. Also, Street Fighter II video, £3.

Tel: 0932 862076

● Do you want a cassette with cheats on it for Super NES, NES and Game Boy? Then send a £1 coin, a blank tape and a second-class stamp, all in a jiffy envelope, to:

Cheatape '93, 87 Greathorn Drive, Westbridgeford, Nottingham NG2 7GB

I'm a reader and I want to say...

Details (Relax, we won't print your address - unless you're placing an ad for pen pals)

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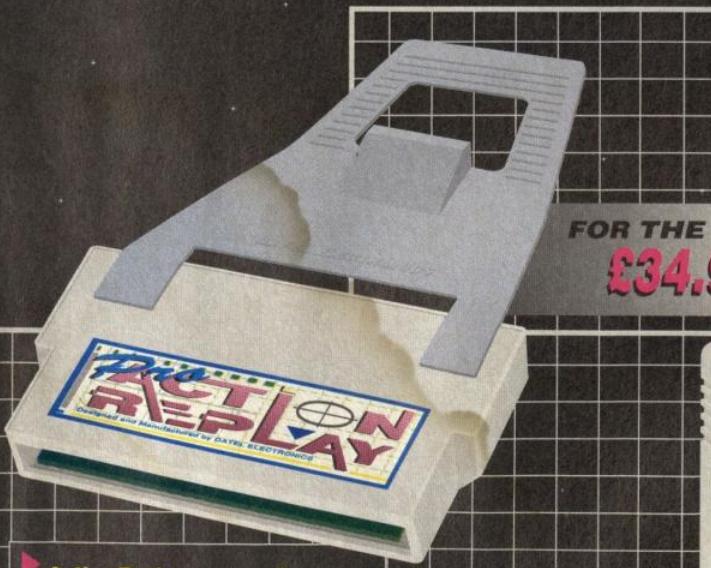
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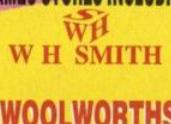
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The cynical clown from The Simpsons chases rats around his sinister 'fun house' in this great Lemmings-style puzzler.

YOSHI'S COOKIE

73% (Issue 23)



Simple and addictive Tetris clone featuring lines of yummy biccies. Lots of fun, but the two-player option is confusing.

COSMO GANG: THE PUZZLE

69% (Issue 19)



Basic-looking puzzle game which is very similar to Tetris and suffers in comparison. Nice two-player option, though.

KA-BLOOEY

69% (Issue 13)

A challenging enough puzzler, but the graphics and sound don't really use the Super NES to its full potential.

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Don't know what game to buy next for your Nintendo? Can't remember which games we raved about and which games we hated? You'll find every game we've ever reviewed right here in TOTAL Recall.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

Super NES

ACTRAISER 91% Issue 12 An arcade slash 'em up with lovely graphics and loads of atmosphere.

THE ADDAMS FAMILY 70% Issue 8 Slick, good-looking arcade adventure which is a hell of a challenge but lacks any originality.

THE ADDAMS FAMILY: PUGLEY'S SCAVENGER HUNT 89% Issue 16 This platformer plays well, looks good, and has an intense challenge.

AGUM SUZUKI F1 SUPER DRIVING 67% Issue 19

Average but fast racing game in a similar style to Pole Position.

ALIEN 90% Issue 18 Amazing animation and tough gameplay. The best Super NES film licence ever!

AMAZING TENNIS 33% Issue 15 Ridiculously poor and completely unplayable tennis sim. A real dodo.

AMERICAN GLADIATORS 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbish.

ANOTHER WORLD 74% Issue 12 Technically stunning and potentially a classic, but it's too easy.

ASTERIX 77% Issue 20 Great licence but an average platformer.

AXELAY 81% Issue 11 Very pretty alien-blaster with patchy gameplay.

BASEBALL SIMULATOR 1000 39% Issue 18 NES-quality graphics and terrible animation. A real stinker.

BATTLE BLAZE 59% Issue 8 A second-division slugger which looks good but isn't varied enough.

BATTLE CLASH 28% Issue 12 A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.

BATTLEMANIACS 68% Issue 22 Visually brilliant, but the gameplay is the same as NES Battletroopers.

BATMAN 66% Issue 19 Moody levels and a good-looking Batman don't make up for the monotony.

BART'S NIGHTMARE 53% Issue 12 Good-looking and varied, but the gameplay's too random.

BLAZEON 28% Issue 10 A sad sideways blaster with shuddery scrolling and a lack of aliens.

BLAZING SKIES 42% Issue 12 Random gameplay, shabby graphics and no atmosphere. Dreadful.

BOMBERS 81% Issue 8 A fun, fast-paced shooter with some nice levels.

BOMBER MAN 93% Issue 19 The best four-player game ever! Great value for money!

BUBSY 81% Issue 20 Fast and pretty, but too easy. (Still, it's better than Sonic.)

BULLS VS BLAZERS 52% Issue 20 Tough but slow basketball sim with good sprites and bad animation. Lots of teams but they're all similar.

BUSTER BUSTS LOOSE! 87% Issue 18 This stunning-looking platformer is cuddly and addictive, if a bit on the shallow side.

CAPTAIN AMERICA 31% Issue 23 Diabolical-looking beat 'em up with laughable scrolling. A travesty.

CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.

CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and repetitive attempt at a sports sim.

CAL RIPKEN JR BASEBALL 65% Issue 22 Not a bad attempt at a sim but the pitching lacks variety and it's all a bit too random.

CHESSMASTER 79% Issue 21 If you're a chess-head you'll like this. If you're not you won't. Simple.

CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic.

CLAYMATES 77% Issue 22 Original platformer with great-looking sprites but sloppy level design.

COSMO GANG: THE PUZZLE 69% Issue 19 Basic-looking puzzler which is fun for two but boring for one.

CRAZY SPORTS 54% Issue 21 Punting James Pond 'sport' sim with primitive graphics and no challenge.

CYBERNATOR 83% Issue 19

Getting used to the cumbersome control and you'll find a fab blaster here.

DARLUS TWIN 62% Issue 14

A shooter which can be both action-packed and seriously repetitive.

DEAD DANCE 67% Issue 18 A beat 'em up which grows on you but still isn't a patch on SFII.

DESERT STRIKE 88% Issue 13

An excellent blaster with a great mix of shooting and strategy.

DEATH VALLEY RALLY 75% Issue 15 Fab-looking, fast and funny, but it's awkward and ludicrously hard.

DEVIL'S COURSE 43% Issue 22

A giant crazy-golf game which is too hard and uncontrollable to be fun.

DINOSAURS 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff.

D-FORCE 67% Issue 10

This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22 Primitive

BLUES BROTHERS 68% Issue 19 Could have been a classic, but it's too unoriginal and too blimmin' easy. **B.O.B.** 70% Issue 18 A funny, cute and appealing platformer, but it's just not varied enough.

BOMBER MAN 93% Issue 19

The best four-player game ever! Great value for money!

BUBSY 81% Issue 20

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BULLS VS BLAZERS 52% Issue 20

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This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22

Primitive

graphics and uneventful gameplay. A waste of licence.

DRAGON BALL Z 24% Issue 21

Ludicrous attempt at a beat 'em up – with a split-screen format!

DRAGON'S LAIR 93% Issue 10

Probably the most tortuous and atmospheric SNES game you'll ever play!

DRAKKHEN 64% Issue 14

An RPG which gives you four characters to control but is too methodical.

EVIL SWORD MA KENDO 56% Issue 19

Cute Manga-style platformer which is too easy and too basic.

F1 CIRCUIS 64% Issue 10

Loads of options but the viewpoint is confusing.

F1 EXHAUST HEAT 59% Issue 12

Nice Mode 7 race track but the game-play is a complete non-starter.

F1 POLE POSITION 84% Issue 22

The emphasis is on realism rather than playability, but it's still very nice.

FAMILY DOG 47% Issue 20

A real dog of a game. Walk away slowly.

FINAL FIGHT 78% Issue 9

Look no further if you want a decent, varied and colourful beat 'em up.

FIRST SAMURAI 80% Issue 21

A good, solid platformer with lots of action. Stands out from the crowd.

F-ZERO 91% Issue 5

This futuristic burn-up has to be seen to be believed!

GEORGE FOREMAN'S KO BOXING 8% Issue 21

All you do here is stand in the middle of the ring and take the punishment. Appalling.

GODS 80% Issue 15

Great-looking, with a nice mix of killing and puzzles.

GOLDEN FIGHTER 34% Issue 20

A really third-rate beat 'em up with bad animation and naff characters.

GOOF TROOP 63% Issue 23

Zelda-esque puzzle game which is too simple but fun with two players.

GODZILLA 60% Issue 22

Fairly decent racing game but it doesn't capture any of the thrills of the real thing.

GORE GOER 59% Issue 20

Appalling. Looks like a game for the blind.

GOURAMI FISH 80% Issue 21

Another SFII rip-off, and it's a pile of cack.

GRAND PRIX 47% Issue 20

Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

GRAN TURISMO 68% Issue 22

One of the more playable games of its type, but it's still for fanatics only.

POOL 82% Issue 23

Good ball movement and a smart two-player option.

LAS VEGAS STAKES 20% Issue 21

Gambling game with no risk and no money to win. What's the point?

LAMBORGHINI 91% Issue 23

Lovely

MARIE ALL-STARS 99% Issue 21

Four Mario games on one cart – definitely the best cart ever!

MARIO IS MISSING 92% Issue 21

'Edutainment' game which is both fun and educational. Engrossing stuff.

MARIO PAINT 48% Issue 10

A user-friendly art and music package but it's far too limited. Disappointing.

MONOPOLY 41% Issue 17

Pointless and expensive. Just buy the board game instead.

MORTAL KOMBAT 70% Issue 21

An okay fighting game, but ultimately too repetitive and limited.

MR NUTS 84% Issue 23

Stunning looking platform romp, which adly lacks gameplay and variety.

MUSYA 59% Issue 8

Bull Oriental arcade adventure with some neat bits.

NBA ALL-STAR CHALLENGE 48% Issue 20

Excellent graphics but dull gameplay, even with two players.

NHLPA ICE HOCKEY 91% Issue 14

A realistic and easy-to-learn ice-hockey sim which plays wonderfully.

NIGEL MANSELL 71% Issue 22

Very good in most respects, but there's no two-player game.

JIMMY CONNORS TENNIS 93% Issue 15

A superb, incredibly playable tennis sim for up to four players. Easily as good as Super Tennis.

JOHN MADDEN '93 86% Issue 13

Fans of American football won't find a better sim than this.

JURASSIC PARK 84% Issue 23

Face it, classic board games just don't work on consoles.

OUT TO LUNCH 71% Issue 23

Cute- and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 32% Issue 10

Almost as bad as doing the real thing and just as tedious as Paperboy.

PARDIUS 87% Issue 9

A fun shoot 'em up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF 69% Issue 11

A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

PHALANX 59% Issue 13

A horizontally scrolling shooter with all the biz, but the action's patchy.

PILOTWINGS 91% Issue 11

Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

PLAYER MANGER 60% Issue 22

One of the more playable games of its type, but it's still for fanatics only.

POOL 82% Issue 23

Good ball movement and a smart two-player option.

RACE DRIVIN' 17% Issue 12

Probably the worst Super NES driving game ever. Pathetically slow graphics.

RAMPARTS 68% Issue 20

Dream on!

The TOTAL team love Christmas. With the big day rapidly approaching, they're all busy writing their letters to Santa, with joy in their souls and hope in their hearts.

WHAT THEY WANT FOR CHRISTMAS

FRANK: This Christmas 10 million turkeys will be slaughtered.

Frank wants a slice of the action... With stuffing.

CHRIS: A private screening room would be nice, along with 35mm prints of his favourite films.

JAMES: World peace and freedom for all the oppressed peoples off this beautiful planet. Oh. And some new socks.

DANE: Her needs this Christmas are simple: she craves some glamorous new clothes and a hunky man.

WHAT THEY'LL GET FOR CHRISTMAS

FRANK: A stale sandwich containing a curled-up piece of lettuce and a slice of mouldy ham recovered from behind the fridge.

CHRIS: A Viewmaster bundled with a copy of Lassie Come Home and The Black Hole.

JAMES: A hangover and another two inches on his waist. Funny, that's exactly the same as he got last year.

DANE: She'll have to make do with a day out with Frank at the local branch of Oxfam.

SPANKY'S QUEST 54% Issue 12
An okay platformer, but it's hardly worth the price tag.

SPIDER-MAN AND THE X-MEN 67% Issue 13 Die-hard Marvelites may enjoy this, but even with Spidey in it it's a very average platformer.

SPINNIN' WORLDS 91% Issue 14 A wonderful puzzle arcade game with bags of variety.

STARWING 96% Issue 16 Also called StarFox, this Famicom game is the best shoot 'em up ever seen!

STREET FIGHTER II 94% Issue 8 Sound, graphics and gameplay in perfect harmony!

STREET FIGHTER II TURBO 96% Issue 21 If you haven't got the original game, this is unmissable. There will never be a better beat 'em up!

STRIKE GUNNER 51% Issue 12 A scrolling shooter with nice-looking ships but tedious gameplay.

STRIKER 94% Issue 20 Simply the best footy game available for the Super NES at the moment.

SUMO 34% Issue 20 The fights are too complex, as are the Japanese instructions.

SUNSET RIDERS 78% Issue 23 A simple blaster with some nice touches but not enough variety.

SUPER ADVENTURE ISLAND 40% Issue 11 The raw soundtrack is pretty groovy, but the game is basic.

SUPER AIR DIVER 49% Issue 22 Fast and good-looking, but the game play is repetitive and limited.

SUPER ALIEST 85% Issue 18 If it's vertically scrolling shooters you're after, this is the business!

SUPER BATTER UP 49% Issue 18 Cack-looking, uncontrollable and stupidly tough baseball sim.

SUPER BATTLETANK 50% Issue 14 This is like Desert Strike, but with tanks. And it's very tedious.

SUPER BIRDIE RUSH 48% Issue 21 Not techy enough for a golf sim and too slow for an arcade golfer.

SUPER BIRKURI MAN 24% Issue 19 A laughably dreadful SFII rip-off with no variety and no fun.

SUPER BUSTER BROS. 57% Issue 14 A Pang conversion with no two-player mode. Doesn't really work.

SUPER F1 HERO 51% Issue 19 Scabby graphics, but fairly exciting racing - for about half an hour.

SUPER F1 GRAND PRIX 56% Issue 19 Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.

SUPER F1 GRAND PRIX PART 2 53% Issue 19 Better looking than the original, but even more ridiculously tough and unplayable.

SUPER FAMILY TENNIS 75% Issue 22 Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis.

SUPER GHOULS 'N' GHOSTS 87% Issue 11 Lovely scenery and a challenge to knock your socks off.

SUPER FIRE PRO WRESTLING 54% Issue 22 Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original.

SUPER GOAL 33% Issue 18 Too fast, too wild, and control is too cumbersome. Check out Striker.

SUPER FORMATION SOCCER 44% Issue 22 Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original.

SUPER JAMES POND 55% Issue 17 Fairly humorous platformer, but there's some horrendous slowdown and very little challenge.

SUPER KICK OFF 49% Issue 14 Too fast, too wild, and control is too cumbersome. Check out Striker.

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SUPER KICK OFF 49% Issue

MARIO AND YOSHI

80% (Issue 15)

Tetris clone with decidedly dull graphics but brilliant puzzling gameplay which should keep you going for a while.

KWIRK

78% (Issue 1)

Very playable, with good sound, but marred by a dodgy attempt at 3D graphics. The only Game Boy game where you get to play a small tomato.

BRAIN BENDER

77% (Issue 11)

A fun and fiendish puzzler that really will bend your brain.

BOXXLE 2

72% (Issue 10)



120 screens of frustrating box-shifting action, with a nice create-your-own option included. Very difficult, but passwords help out.

SNOOPY'S MAGIC SHOW

71% (Issue 6)

Challenging and intriguing action featuring Snoopy and Woodstock. Unfortunately, infinite continues and passwords make it rather too easy to complete.

DR MARIO

64% (Issue 1)

A Columns rip-off. This one features tedious gameplay and a completely irrelevant medical Mario connection.

A guide to NES puzzle games

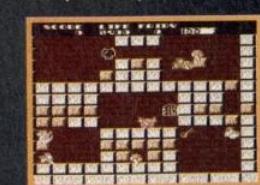
BOULDER DASH

90% (Issue 1)

This 24-level monster is down-right taxing on the old grey matter. Run around mazes, collect diamonds and try not to get squashed. Sounds easy? You won't think so after you've given it a go.

SOLOMON'S KEY

89% (Issue 21)



Platform puzzler with great gameplay, detailed graphics and 50 screens' worth of action. Passwords mean you can start on any level and tackle them in any order.

TROG

67% (Issue 3)

Addictive two-player maze game. Looks good

FOOTBALL INTERNATIONAL

70% Issue 8 A second-division game. With only one player it gets dull very quickly.

FORTIFIED ZONE

68% Issue 4

With only four short levels this maze blaster won't entertain for long.

FORTRESS OF FEAR

84% Issue 2

A platform collect 'em up with good gameplay but no passwords.

GARFIELD

45% Issue 22 Garfield is a pretty cool dude but the platform puzzler is bland and unimaginative.

GARGOYLE'S QUEST

76% Issue 3

Variety, challenge and good looks. This needs brainpower and reflexes.

GAUNTLET 2

41% Issue 3

A faithful conversion, but it's a bit of a pain on the small screen.

GEORGE FOREMAN'S KO BOXING

20% Issue 14 What can we say? Er...

'Don't buy it!'

GHOSTBUSTERS 2

85% Issue 4

Slick gameplay, and controlling two characters at once makes it different.

GOLF

92% Issue 1

Everything you could ask for is here, including two-player link and battery.

GREMLINS 2

82% Issue 2

Great graphics and fun gameplay. Tough but well worth the aggro.

HAL WRESTLING

28% Issue 10

A truly crap wrestling game. You can't even tell the players apart.

HARMONY 69

Issue 11 A tough game, with original puzzling gameplay. Maybe a bit too hard, though.

HIT THE ICE

50% Issue 13 At first

this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE

38% Issue 4

Wander around an empty house and bush a burglar every half hour. Dull.

HOME ALONE 2

57% Issue 16

Slightly better than the Super NES game, but much too easy.

HOOKE

88% Issue 6

Smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK

35% Issue 10

Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS

60% Issue 23

Boring and slow. It's big and cute, but don't bother.

HUNT FOR RED OCTOPUS

40% Issue 5

Loads of levels which look the same but not much like the film.

HYPER LOBE RUNNER

84% Issue 2

Classically simple platformer. Sad graphics but huge playability.

ISHIDO

68% Issue 5

Fun to begin, but not enough variety to last.

JOE 'N' MAC

75% Issue 14

If you're after some raw challenge, this little monster will keep you going.

JORDAN VS BIRD

71% Issue 11

Three-in-one basketball sim which is sometimes annoying but usually fun.

JURASSIC PARK

70% Issue 23

Smart enough collect 'em up, but spoilt by some dreadful touches.

KID DRACULA

80% Issue 18

Cute platformer aimed at a younger market but still worthwhile for oldies.

KID ICARUS

68% Issue 11

An engaging little platformer, but it's all a bit samey. You'll soon get bored.

KILLER TOMATOES

79% Issue 9

A silly scenario but quite a fab game. Big levels and oodles of action.

KING OF THE ZOO

87% Issue 1

Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.

KIRBY'S DREAMLAND

39% Issue 12

An original idea, and it looks pretty, but it's far too easy. Shame.

KRUSTY'S FUN HOUSE

84% Issue 13

A well-done puzzler with simple design but tons of gameplay.

KWIRK

78% Issue 1

Fiendishly hard but incredibly playable puzzler.

LAMBORGHINI

85% Issue 23

Simple and unoriginal, but still playable, fast and fun.

LETHAL WEAPON

41% Issue 18

A beat 'em up with poor control and boring action. More like Water Pistol.

LEMMINGZ

90% Issue 14

The graphics are a bit dodgy but this is still fun and addictive as ever.

LETTUCE'S LITTLE MERMAID

45% Issue 17

This swimmmy game is too easy and too cute for all but the youngest players.

LOONY TUNES

80% Issue 13

Annoying scrolling levels, but brilliant animation and great action.

McDONALD LAND

66% Issue 14

Fun for a while, but frustrating in the long run and desperately unoriginal.

MARBLE MADNESS

31% Issue 4

Graphically great and very playable, but it's too small and too dated.

MARIO & YOSHI

80% Issue 15

Fantastically simple, but guaranteed to draw you in and not let you go.

MAX

57% Issue 14

An average platformer with some nice ideas but disappointing graphics.

MEGA MAN 3

83% Issue 16

A challenging blast which is nothing new but still additive and fun.

MERCENARY FORCE

54% Issue 9

Tough, different but ultimately tedious scroll-right-righty game.

METROID 2

66% Issue 8

Too big, empty and bland. Not enough action.

MICKEY MOUSE/BUGS BUNNY 2

80% Issue 14

Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE

38% Issue 9

A non-eventual, sad excuse for a platformer.

MINER 2049ER

25% Issue 18

Primary school graphics and probably the worst gameplay ever on the GB.

MISSILE COMMAND

49% Issue 7

Poor control method and lame visuals mean this falls short of the target.

MORTAL KOMBAT

59% Issue 15

Unoriginal, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT

71% Issue 14

An absorbing and playable bash 'em up.

PROTECTOCTOR

92% Issue 8

Would-be Arnes won't find a better blaster on the Game Boy than this.

PROPHECY

51% Issue 11

Big and varied platform game, but it's too tough and the action's patchy.

PRINCE OF PERSIA

83% Issue 8

A bit superficial, but not really of superhero proportions.

SPIDER-MAN III

70% Issue 19

Dull platform blaster which looks unoriginal and plays badly.

SPLITZ

83% Issue 20

Bored with Tetris? Then get this.

SPOT: THE COOL ADVENTURE

66% Issue 18

Have you ever played McDonaldland? Well, this is exactly the same, i.e. very average.

STAR HAWK

65% Issue 19

Same blasting formula as Nemesis, but with nowhere near the same excitement.

STAR SAVER

34% Issue 7

A tedious game with weedy visuals and formulaic gameplay.

STAR WARS

80% Issue 12

Big and varied platform game, but it's too slow and the targets are unclear.

STAR WARS RACER

58% Issue 19

Brilliantly animated platformer with dreamy gameplay and loads of extras.

SUPER KICK OFF

77% Issue 6

Quite simply the best footy game available for the Game Boy.

SWAMP THING

21% Issue 14

Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 4

94% Issue 1

Brilliantly animated platformer with dreamy gameplay and loads of extras.

SUPER ROLL

29% Issue 22

Basic race game with badly designed graphics and clumsy controls.

TAKE 2

47% Issue 11

A brilliant little arcade platformer.

TALE SPIN

63% Issue 18

A shot 'em up featuring Baloo the bear. Fun for a while but soon gets boring.

TECOM BOWL

62% Issue 22

Good-looking American footy sim which is too haphazard to be fab.

TERMINATOR 2

80% Issue 3

A few new ideas, but it's ruined by bad controls and collision detection.

A BOY AND HIS BLOB

55% Issue 7

Playable at first, but marred by poor collision detection and too-easy levels.

ADAMAS FAMILY: BUGSLEY'S SCAVENGER HUNT

74% Issue 18

Much more playable than the first game, but still not tough enough.

ADVENTURE ISLAND II

57% Issue 9

Loads of levels, but it's too simple and doesn't have enough going on.

ALFRED CHICKEN

80% Issue 23

A good, solid platform game, with plenty to do and see, nice graphics and just enough challenge.

ATF STEALTH

21% Issue 17

A flight sim with very little variety and nothing noteworthy to offer.

BAD DUDES

39% Issue 13

Yes, a bad beat 'em up - bad sounds, bad animation and bad gameplay.

BARBIE 19

20% Issue 21

Barbie fans will get no enjoyment from this.

styles. The worst Zapper game ever. **BIONIC COMMANDO** 63% Issue 13 Not awful, but hasn't got the playability of the arcade original.

BLADES OF STEEL 81% Issue 3 A highly playable ice hockey sim which will keep you going for months. **BLASTER MASTER** 71% Issue 6 Neat graphics and lots of exploring, but no passwords and it goes on a bit.

BLUES BROTHERS 30% Issue 12 Tough, maze platformer with big, varied levels, but its looks let it down.

BLUE SHADOW 74% Issue 4 A slick platform hack 'em up. Great backdrops and varied enemies.

BOULDERDASHER 90% Issue 1 Addictive and challenging diamond-collecting, boulder-dodging action.

BUBBLE BOBBLE 80% Issue 1 Frantic, addictive platform action, An almost perfect arcade conversion.

THE BUGS BUNNY BIRTHDAY BLOWOUT 31% Issue 4 Jerky scrolling, crap graphics and dull levels.

BUCKY O'MARE 86% Issue 16 The difficulty level's a bit patchy, but it's a huge, great-looking platformer.

BURAI FIGHTER 77% Issue 16 A solid blaster with a good mix of mindless blasting and tactical play.

CAPTAIN PLANET 70% Issue 3 A scrolling shoot 'em up with brilliant animation and a varied challenge.

CAPTAIN SKYWALKER 83% Issue 1 A superb blast 'em up with smooth graphics and frantic action.

CASTELIANI 71% Issue 8 frustrating but enjoyable climb 'em up. Difficult yet compulsive.

CASTLEVANIA 71% Issue 7 A big, fun game, although you may find the gameplay a little repetitive.

CASTLEVANIA II 61% Issue 7 More adventure than the first game, but still pretty repetitive.

CASTLEVANIA III 80% Issue 7 The best of the Castlevania series. A meaty beat 'em up with lots of action.

CAVEMAN NINJA 67% Issue 4 Looks good but plays bad. Repetitive and badly structured.

CHIP 'N DALE RESCUE RANGERS 81% Issue 4 Great graphics and fun gameplay. A bit too easy, though.

COOL WORLD 33% Issue 18 Even worse than the dire film.

CRASH DUMMIES 71% Issue 19 Nice graphics, but the action is unimpressive and the big levels are a drag.

CRACKOUT 22% Issue 8 Classic Breakout style, but bad design and stupid additions make it tedious.

DARKWING DUCK 62% Issue 23 A highly polished game with some rewarding gameplay but tonly four levels and some duff touches.

DAYS OF THUNDER 61% Issue 13 Clever view of the track, but all the races are very boring.

DEFENDER OF THE CROWN 71% Issue 1 A complex quest which looks interesting but doesn't quite work.

DEFENDERS OF DYNATRON CITY 37% Issue 12 Basic, boring and cruddy all round.

DIE HARD 78% Issue 7 Looks tatty, but there's a neat game inside. Realistic and engrossing.

DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% Issue 1 Colourful graphics and slick animation, but it's deadly dull.

DISNEY'S ADVENTURES 44% Issue 10 A collection of five badly done sub-games. Basic and glitchy.

DIRTY 90% Issue 12 Massive, good-looking arcade adventure. Lots of variety, lots of challenge.

DRACULA 60% Issue 22 Smart graphics and animation, but it's too easy and too unoriginal.

DRAGON'S LAIR 83% Issue 3 A bit straightforward, but intriguing puzzles and amazing animation.

DONKEY KONG 40% Issue 5 Two ancient platform games which are showing their age a bit now.

DOUBLE DRAGON II 43% Issue 14 More dull beat 'em up 'action' from the duff Double Dragon team.

DOUBLE DRAGON III 36% Issue 11 It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.

DOUBLE DRIBBLE 67% Issue 17 Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.

DROPZONE 90% Issue 14 An oldie, but it's a frantic megablast and ideal for a swift pick up 'n' play.

DUCK HUNT 43% Issue 4 A mildly fun Zapper game. Okay if you get it free with the Action Set but don't buy it separately.

DUCK TALES 69% Issue 2 Unoriginal but playable, with good animation and groovy characters.

DUCK TALES 2 55% Issue 2 A fun playable platformer which you will complete in an evening. Pity.

DYNAMASTER 90% Issue 13 Probably the best multi-player game you'll ever see on the Game Boy - simply unmissable!

ELIMINATOR BOAT DUEL 56% Issue 17 Two-player racer which is fun for a while but ultimately boring.

ELITE 96% Issue 11 This shooting explore 'em up is old but ace. Huge, absorbing and tough.

EMPIRE STRIKES BACK 85% Issue 12 Just a platformer at heart, but it's big, good-looking and fun.

FAKAMADE 88% Issue 13 Zelda-type adventure full of little puzzles. Great to look at and play.

F-15 STRIKE EAGLE 56% Issue 9 An okayish flight sim, but the graphics and sound are unspectacular.

FERRARI GRAND PRIX

CHALLENGE 61% Issue 9 Some nice ideas but the awkward controls make it too unplayable.

FESTER'S QUEST 14% Issue 22 A very shoddy game in which you wander around during very little.

FIREHAWK 80% Issue 22 Challenging and strategic shoot 'em up, but let down by its graphics.

THE FLINTSTONES 46% Issue 10 Lovely graphics, but the finicky gameplay makes it too frustrating.

MARBLE MADNESS 56% Issue 2 An excellent graphic conversion, but with only six levels it's too restricted.

MARIO AND YOSHI 66% Issue 15 A decent enough puzzler, but it lacks that all-important addictive edge.

MAXIVISION 15 27% Issue 10 What a load of rubbish! There are 15 games here and they're all crap.

MCDONALDLAND 77% Issue 13 Not a particularly original platformer, but it looks okay and is quite playable.

MEGA MAN 68% Issue 6 An extremely tough platform shooter, with no password system. Beware!

MEGA MAN 2 83% Issue 6 Not as tough as Mega Man, and better all round. Bright and funny, rather good really.

MEGA MAN 3 87% Issue 10 Better still. Tough gameplay, smooth graphics and lots of baddies.

MEGA MAN 4 88% Issue 22 Yet another DM game, and this one's the best-designed and most playable yet.

METROID 66% Issue 20 A big platformer that would last you a good while if it wasn't so dull.

MICRO MACHINES 92% Issue 9 This mini racer's fast and fun, with realistic gameplay and brilliant handling.

MIG 29 70% Issue 21 Challenging cart with two game styles. Fairly fun but too limited.

MISSION IMPOSSIBLE 79% Issue 4 There's lots of fun to be had with this spy sim if you persevere.

MONSTER IN MY POCKET 69% Issue 15 It's got the looks, it's got the gameplay, but where's the challenge?

MES OPEN GOLF 85% Issue 10 Doesn't break any new ground, but manages to be both fun and realistic.

NEW ZEALAND STORY 93% Issue 5 A stunning arcade conversion from Ocean. Blinkin' fab!

NOAH'S ARK 86% Issue 16 Non-stop action, huge levels and loads of monsters. Superb platform shooter.

NORTH AND SOUTH 74% Issue 12 Patchy graphics, but this Civil War game is varied and enjoyable.

OPERATION WOLF 36% Issue 10 A crap lightgun game which is irritating as well as boring.

PAPERBOY 2 50% Issue 14 Unoriginal, uncontrollable and badly programmed. Oh, and boring.

PARASOL STARS 91% Issue 13 Cute, addictive and tough. This great platformer will soon get you hooked.

PIRATES 85% Issue 16 Atmospheric strategy game that will keep you playing for ages.

POWER BLADE 49% Issue 2 Rip-roaring sound effects and impressive baddies, but it's a bit of a doddle to finish.

PRINCE OF PERSIA 35% Issue 15 Shoddy animation and awkward controls. Looks very dated now.

PRINCE VALIANT 59% Issue 14 Mildly engaging for a while, but ultimately too primitive and awkward.

PROBOTECTOR 85% Issue 4 The NES version of the classic Contra.

PROBOTECTOR II 91% Issue 14 A superb shoot 'em up which is tough, action-packed and great-looking.

PUNCH OUT 74% Issue 11 One of the better NES boxing sims, but too basic and simple.

RAD GRAVITY 74% Issue 14 Looks a bit drab, but it's an intriguing platformer with loads of variety.

RAD RACER 66% Issue 9 Not bad, but spoiled by average graphics and repetitive gameplay.

RAINBOW ISLANDS 92% Issue 5 Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!

RESCUE: THE EMBASSY MISSION 48% Issue 5 Sniping, abseiling and lots of tip-toeing, but boy, is it dull.

RC PRO-AM 62% Issue 15 A weird game which plays really well but lacks depth.

RC PRO-AM II 76% Issue 17 A racer which can be fun for four players but doesn't involve much skill.

ROAD FIGHTER 44% Issue 6 Addictive and fun, but looks awful and is far too primitive.

ROBIN HOOD 63% Issue 14 An RPG-type explore 'em up with minor puzzles and major flicker.

ROBOCOP 56% Issue 20 One of the better versions, but still far too shallow and straightforward.

ROBOCOP 66% Issue 2 A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.

LETAL WEAPON 50% Issue 18 Bad animation and clumsy gameplay. Really second-rate stuff.

LIFELINE SALAMANDER 84% Issue 21 Lovely scrolling shoot 'em up (sequel to Gradius) which is really fast and frantic.

LITTLE NEMO 77% Issue 8 This fun cartoonish arcade adventure may be cute, but it's as hard as nails!

LOLO 65% Issue 8 A decent, challenging puzzle, but it lacks character and is a bit colourless.

MANIAC MANSION 83% Issue 3 Fun graphics and ingenious puzzles make this a playable adventure.

MARBLE MADNESS 56% Issue 2 An excellent graphic conversion, but with only six levels it's too restricted.

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MISCELLANEOUS 56% Issue 2 An excellent graphic conversion, but with only six levels it's too restricted.

MISERY 59% Issue 15 A decent enough puzzler, but it lacks that all-important addictive edge.

MISUNDERSTANDING 56% Issue 2 A decent, challenging puzzle, but it lacks character and is a bit colourless.

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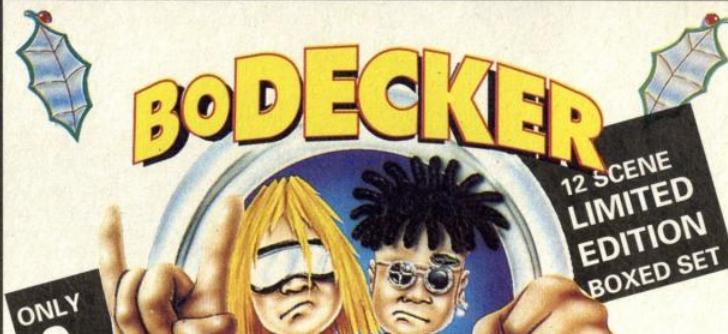
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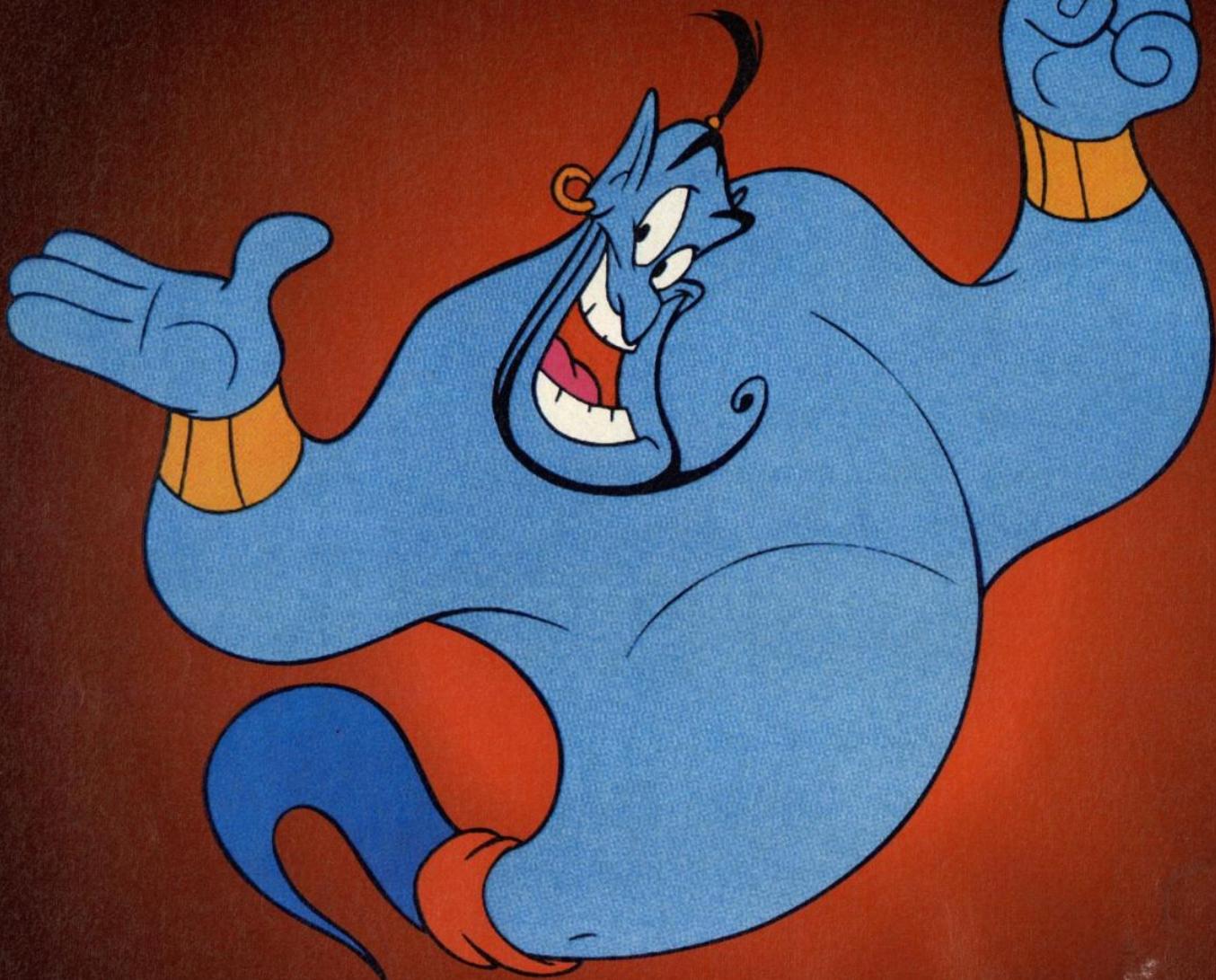
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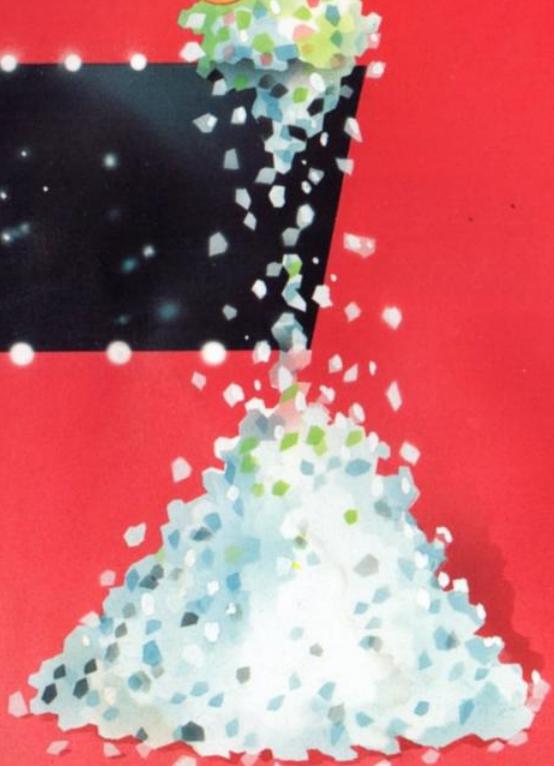
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